

Yehonatan (Yoni) Sabag

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EDUCATION

John Carroll University

University Heights, Ohio

Bachelor of Science in Computer Science

Graduated December 2025

- **Concentrations:** Game Development, Full-Stack Development, Software Development
- **GPA:** 3.84 | **Dean's List:** 5 semesters
- **Related Coursework:** Game Design & Programming, Object-Oriented Programming, Data Structures & Algorithms, Software Development Practices, Database Systems, Web Programming

EXPERIENCE

Logistics Coordinator — Israel Defense Forces (IDF)

December 2017 – December 2020

- Managed logistics operations for a reserve unit of ~1,000 personnel using SAP ERP (MM/MM), ensuring accurate inventory tracking, timely supply distribution, and reliable data management.
- Streamlined material requisition and distribution workflows, improving operational efficiency and demonstrating process optimization skills applicable to software systems.
- Trained and guided new personnel on SAP procedures, inventory management, and supply-chain compliance, enhancing team performance and knowledge transfer practices.
- Analyzed and reconciled inventory data to identify discrepancies, supporting data-driven operational decisions and demonstrating strong analytical and problem-solving abilities.

PROJECTS

Discrete Math Escape Room

September 2025 – December 2025

- Developed a 2D top-down RPG in Godot Engine (GDScript) designed to teach Computer Science concepts through interactive gameplay.
- Engineered a modular mini-game system implementing logic puzzles for Affine Ciphers, Set Theory, and Truth Tables.
- Built a robust Interaction System and Singleton-based Dialogue Manager to handle game state and narrative progression.
- Designed and implemented complete UI/UX flows including Main Menu, Pause Menu, and dynamic Player HUD.

NourishNet

November 2025 – December 2025

- Developed a cross-platform mobile application using React Native (Expo) and Firebase to connect users with local community resources like food banks and shelters.
- Integrated Google Maps API and Expo Location to provide real-time geolocation services, enabling users to find nearby resources with interactive map/list toggles and distance-based filtering.
- Implemented a robust backend with Firestore for dynamic data retrieval and AsyncStorage for local persistence of user favorites and preferences.

TECHNICAL SKILLS

Languages: Python, C#, Java, JavaScript, TypeScript, HTML, CSS, GDScript

Frameworks & Tools: React Native, React.js, Node.js, Unity, Godot, Docker, Git, Linux, Firebase, SAP/ERP