YANA PATYUK

Rehovot, Israel · 0545401102 · yana.patyuk@gmail.com

<u>www.linkedin.com/in/yana-patyuk · https://yanapatyuk.github.io/</u>

B.Sc. in Computer Science

- Development knowledge in C#, C, C++, JAVA, Python, ASP.NET, Angular.
- Knowledgeable in SQL programming and database planning.
- Deep understanding and implementation of OOP / OOD principles Parallel & Multi-threaded programming.
- Systematic vision and logical thinking. Quick to master new technologies and a great self-learner with a can- do attitude ability to cope with complex technological challenges Proven work experience in a team and as single in work and projects in various frameworks, very good interpersonal relationship.

Experience

01/2021- present, Full-Stack Developer, Taldor

- Develop full-stack web applications using **Microservice architecture**.
- Work with .Net core (C#) , Angular(TypeScript, CSS, HTML) & SQL server using GIT and Azure DevOps.
- Scrum Agile Methodology.
- Work with project managers, scrum master and other team members.
- Collaborate with other parts of the product development team.

12/2020 - 05/2021, Back-End Developer, Sphera Academy

volunteering nonprofit organizations http://sphera.academy/

- Develop and maintain a website app (SaaS) that manages users, collects information, and generates a full website.
- Server written in **Python**, using **Flask** framework, **MongoDB** & **Node.js**, <u>Self-studied</u> **React** for developing Front-End.
- Cooperated with team members in the developing and testing process using GIT.

Education

2016 - 2020 - B.Sc. Computer Science at Bar-Ilan University.

Relevant Coursework: Machine learning, Artificial intelligence, Introduction to Cyber Security Programming, Computer Vision, Big Data, Parallel programming

<u>SKILLS</u>

Programming languages & Technologies: C, C++, C#, JAVA, Python, Angular, SQL, MATLAB, MongoDB, SQL, GIT, HTML5, CSS.

Familiar with: GO, Assembly, JavaScript, Node.js, React, CUDA, Microsoft SQL Server.

Operating System: Windows, Linux, Android.

<u>Other Skills</u>: Software Development, Program Development, Full Stack, Web Development, Unity Game developing, Android App Development, Web Applications, Web Services, Object Oriented Programming, Debugging, Parallel programming, ASP.NET, Back-end.

Academic Projects

Final project- Android app & Server development, Bar-Ilan University & Taiwan University

- Collaborated with the Taiwan team to develop a children's game app that studies child development.
- Led Android app development using Unity and C# with OOP.
- Collaborated with the client to understand their needs and plan ways to create user-friendly app.
- Investigated the processes of **Unity** to **reduce** saved **memory** for replay mode.
- Cooperated with team members in the designing & planning of the ASP.NET WEB & Data servers.

Software Developer: Front & Back End, Services Developer-Project, Bar-Ilan University

- Developed a complete system that includes ASP.NET Web server, Windows application, service and Android app.
- Implemented development of multi-threaded server using OOP and design patterns with C#.
- Designed, implemented and improved Web server, while collaborating with team members, using .NET, JavaScript, HTML, CSS, XML, MCV/MVVM, React.
- Produced high-quality final systems by ensuring installations, testing, and code corrections done properly.

Software Developer: Front & Back End- "Reversi" Game - Project, Bar-Ilan University

- Programmed Server and a Client software application using OOP and C++.
- Handled designing and developing AI as a computer player in several difficulty levels.
- Implemented a **multi-threaded** system combined with **TCP / UDP** communication.

Military service

2012-2015 Communications Officer, Release as Lieutenant

- Managed a technical support team that includes 10 people answering 5 units of 300 users.
- Identified user needs for implementing new technologies.
- Provided quick identification of technical faults and initial solution.

Languages

Hebrew: Native language | English: Fluent | Russian: Fluent