ALON BARAK

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PROFESSIONAL PROFILE

Highly motivated software engineer with a strong foundation in software engineering principles and full-stack development, coupled with an unwavering commitment to excellence. Excels at rapidly learning new technologies, driven by a passion for innovation and continuous improvement. Analytical problem solver dedicated to writing clean, efficient code while adhering to industry best practices. Demonstrates a leadership presence in team environments and consistently stands out by taking initiative and driving projects to success.

EDUCATION

B.Sc. IN SOFTWARE ENGINEERING - *Braude Academic College of Engineering*

Relevant Coursework: Object-Oriented Programming (Java), Data Structures & Algorithms, Computer Architecture, Operating Systems, Databases, Computer Networks, Software Testing, Software Engineering Methodologies, Compilation Theory, Artificial Intelligence, Cloud Computing, Cybersecurity, Game Theory, Digital Systems Testing, Optimization

ELECTED AS CHAIRMAN OF THE ELECTION COMMITTEE, OVERSEEING CAMPUS-WIDE STUDENT COUNCIL ELECTIONS

- Led and managed a team of 5 committee members to ensure fair and professional election processes
- Held full responsibility for election integrity, procedures, and results verification

STUDENT COUNCIL MEMBER

WORK EXPERIENCE

C PROGRAMMING INSTRUCTOR, MAGSHIMIM PROGRAM (ISRAEL NATIONAL CYBER DIRECTORATE)

- Teach high school students the fundamentals of the C programming language.
- Design and deliver lessons focused on algorithmic thinking, memory management, and debugging practices.
- Foster student engagement and critical thinking through hands-on coding exercises.

SOFTWARE COORDINATOR, BRAUDE STUDENT ASSOCIATION

- Centralize and address academic requests and needs of students in the Software Engineering Department.
- Collaborate closely with academic representatives and faculty to resolve student concerns effectively.
- Facilitate communication and advocate technological and academic improvements within the department.

PROJECT EXPERIENCE

PERSONAL PROJECT - **RABBIT HABIT TRACKER APP -** [Website](#) | [GitHub](#)

- Developed a gamified habit tracking mobile app using React Native and Expo where users care for a virtual pet that evolves as they complete daily habits
- Implemented real-time data synchronization and user authentication using Firebase, allowing users to track habits across devices and sign in via email or Google
- Created an interactive pet care system with custom sprite animations that responds to user actions and habit completion, boosting user engagement and retention

ACADEMIC PROJECT – **GONATURE -** [Website](#) | [GitHub](#)

- Developed a full-stack Java/JavaFX application for nature reserve management with dual interfaces for visitors and staff
- Implemented real-time reservation system and visitor tracking using MySQL database and OCSF framework

PERSONAL PROJECT - **DAILY PUZZLES OPENER [CHROME EXTENSION] -** [Website](#) | [GitHub](#)

- Created a Chrome extension using JavaScript that automatically opens user-specified puzzle websites
- Implemented browser tab management and preferences storage using Chrome Extension API

ACADEMIC PROJECT - **MY PERFECT PET [REACT PROJECT] -** [Website](#) | [GitHub](#)

- Built an interactive virtual pet game using React, Tailwind CSS, and Node.js
- Implemented persistent data storage and real-time pet interaction system

CONTRACT PROJECT- **GRAPHIC DESIGNER WEBSITE -** [Website](#)

- Developed a responsive educational site on the digestive system in collaboration with a graphic designer
- Used HTML, CSS, and JavaScript to deliver an intuitive, interactive user experience

ARMY SERVICE

SHIVTA, 2016 TO 2018 - **AFV ELECTRICIAN**

- Led and managed a team of AFV electrical specialists, overseeing maintenance operations.
- Received commendation as an outstanding soldier.

SKILLS

Technical Proficiencies: Java, Kotlin, JavaScript, TypeScript, Python, C, C#, SQL, MySQL, SQLite, HTML, CSS, Tailwind CSS, React, React Native, Node.js, Firebase, Unity, Git, GitHub, Bash, Unix/Linux, VS Code, Android Studio, Visual Paradigm, Figma, Notion, VHDL

Languages: Hebrew (Native), English (Fluent – near-native proficiency in speaking, reading, and writing)