DAVID TZUR

SOFTWARE DEVELOPER

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Maifa

Linkedin

TECHNOLOGIES AND LANGUAGES

 Frontend: HTML5, CSS3, JavaScript (ES6).

• Backend: Node.js, Express.js.

• Database: MySQL, MongoDB.

• Desktop/Mobile: Java, C#, Python, C.

• Other: GIT, Bitbucket.

IDE's: VScode ,Visual studio,
 Android Studio, IntelliJ, PyCharm.

EDUCATION

B.SC. STUDENT IN COMPUTER SCIENCE

The open university 2022

PRACTICAL SOFTWARE ENGINEERING

National School of practical Engineering at Technion

2018 - 2021

PERSONAL

- I like to spend my time in the most efficient way, so I learn new things and improve my programming skills by using online courses.
- Moreover, I run and sometimes
 participate in half-marathons, I really
 like to achieve difficult goals and set
 new challenges for personal
 development.

PROFILE

Practical Software Engineer and B.Sc. student in Computer Science Looking for a full-time job with challenges and opportunities for professional development. Great systemic vision and strong will to succeed, self-discipline, team player, dedicated and responsible.

EXPERIENCE

HEAD OF AIRCRAFT MAINTENANCE TECHNICIAN DEPARTMENT

Israeli air force

2009 - 2022

- Major experience in leading staff in UAV and jets engines department.
- Quality assurance manager and responsible for some optimization processes.
- Constitute a knowledge center of the particular world of aircraft engines.
- Experience in making professional decisions in matters of pressure.
- Leading department with ten engine technicians.
- Certificate of Excellence in the presence of Wing One base commander.

PROJECTS

Workstation Management System

- Work management System is a program that planing jet engine buildup, tasks, logistics, equipment, and HR management for IAF.
- We were a team of 2 and this project was a part of my engineering final project.
- This project was written in C# and SQL by using MySQL database.

CampYeah - Github

- CampYeah is a full-stack MVC, camp review web app.
- In this app the user can create camp/motels and place it on a map, pricing them for one night, describe the features, and review other camps.
- This project was a part of an online Bootcamp, and the technologies that i used are HTML, Bootstrap and CSS, Node.js, Express.js, nodmeon, Bcrypt, MongoDB by using mongoose.