Idan Fischer

Lake Worth, FL | idanfischer5@gmail.com | linkedin.com/in/idan-fischer | github.com/IdanFischer

SKILLS

Technical Skills

- Programming Languages: JavaScript | Typescript | Python | C# | HTML | CSS
- **Technologies:** React | React Native | Unity | AWS | GCP | Express | Git | Bash | Ant-Design | React-Bootstrap | Jira **Languages:** Fluent in English and Hebrew

PROJECTS

THE ANIME AVENUE LIVE | REPO

Mar 2023

- The Anime Analysts is a site for leaving reviews on animes a user has watched so that they can show others what they recommend and leave a review
- React was used for the front end, MongoDb was implemented for the database, and the project was successfully deployed on GCP. AWS, HTML/CSS.

ANIMAL ATTACK LIVE | REPO

Dec 2022

- Developed Animal Attack, a game where players must eliminate animals that spawn at the end of each level before they reach the player, to avoid losing the game. (Techstack: **C# GCP, ASSETS CARTOON TEXTURE, HTML CSS**)
- Utilized C# to develop code and successfully deployed it on Google Cloud Provider. Used UNITY.

LABYRINTH Dec 2022

- Techstack: C# GCP, ASSETS SPACE SKY BOX. Collaborated with 5+ engineers on this project.
- Utilized C# to develop code and successfully deployed it on Google Cloud Provider.

RAISELINK Dec 2022

- Pitch scoring app for investors and startups. In charge of the ratings page and styled and utilized library components, connected the database to display and send new comments. AGILE SCRUM METHODOLOGIES. Changed the nav-bar to be styled correctly.
- Techstack: Google Cloud Platform, JavaScript, React

VALENTINES CARD Dec 2022

- Techstack: Google Cloud Platform, React, Javascript, HTML/CSS, ANTD(Component Library)
- Creating different links and styled page setup.

ROBO GAME Dec 2022

- Built robots to navigate challenging terrain and collect valuable coins.
- Techstack: Google Cloud Platform, Unity, C#
- Adjusted the camera in the correct position for gameplay.
- Utilized assets Invector: Character Creator

KNIGHT NPC Dec 2022

- Techstack: C# GCP, UNITY
- Utilized assets from UNITY for cartoon textures, dungeon characters, animation controllers.
- Collaborated with 8 team members.
- Written in C# to develop code and successfully deployed it on Google Cloud Provider.

EDUCATION

BOCA CODE
Software Developer Certificate
Game Developer Certificate
MIDWOOD HIGH SCHOOL - RELEVANT COURSEWORK: AP COMPUTER SCIENCE
Brooklyn, NY

EXPERIENCE

MIDWOOD HIGH SCHOOL

Brooklyn, NY

Managed a charity tournament for a popular game, raised funds and sold over 1,000+ items

DAGAN PIZZA

Brooklyn, NY

• Volunteered for COVID-19 relief efforts, packaging and distributing hundreds of meals for the Tri-state region.