

# BEN BANDARKER

Software Engineer

050-6584728    ben.bandarker@gmail.com    linkedin.com/in/benbandarker    github.com/BenBandarker

https://www.benbandarker.com/

## EDUCATION

**B. Sc in Computer Science, Ben Gurion University**  
September 2021 – October 2024

**"Moshal" Program Member, "Moshal" Program**  
September 2021 – present  
Selected to take part in an unique international program that empowers ambitious and talented undergraduate students with high academic potential, equipping them with cutting-edge tools and a versatile skill set to foster growth both personally and professionally.

## PROJECTS

**Football statistics, Node.js, MySQL, REST API**  
Currently building a backend system for football data tracking and management. Enabled flexible filtering and live data insertion, which supports real-time queries and validations. This is being realized through modular Express.js routes and seamless integration with a MySQL database.

**Collocation Extraction, AWS EMR**  
Analyzed massive language datasets from Google 2gram to identify word collocations. Produced accurate PMI scores that highlighted meaningful word pairings across billions of entries. Used a cloud-based distributed solution with Hadoop jobs on AWS EMR to achieve this efficiently.

**Sarcasm Analysis, Java, AWS EC2, SQS, S3**  
Built a cloud-native tool to detect sarcasm in Amazon reviews using natural language techniques. Successfully scaled the processing pipeline to handle large review datasets with high accuracy. Utilized Java across AWS services (EC2, SQS, S3) to orchestrate distributed text processing.

**SET GAME, Java, Concurrency**  
Developed a multi-threaded version of the classic SET card game. Maintained correct game logic under concurrent access and multiple player actions. Implemented thread synchronization and rigorous testing using Java's concurrency APIs.

**Election Project, C++**  
Engineered a command-line application to simulate elections and coalition building. Optimized for performance and minimal memory usage in diverse political scenarios. Applied principles of object-oriented design and careful memory management in C++.

## PROFILE

Computer Science graduate with hands-on experience in backend development using Node.js, MySQL, and AWS. Skilled in building RESTful APIs, distributed systems, and cloud-based applications. Passionate about clean code, scalable architecture, and building collaborative, high-performing teams. Currently developing a football statistics API project combining SQL and backend logic. **A self-motivated, quick learner with excellent interpersonal skills and leadership experience.**

## SKILLS

**Languages:** Java | C | C++ | Python | JavaScript | TypeScript

**Technologies & Tools:** Node.js | Express.js | MySQL | Git | AWS (EC2, SQS, S3, EMR), | Linux

**Concepts:** OOP | Data Structures | Algorithms | Concurrency | Cloud Computing | REST API | Map-Reduce

## SELF LEARNING

**English Course - "FluentTLV"**  
• Improving English Speech and Presentation Skills

## VOLUNTEERING

**"Yated"- volunteering**  
October 2022 – March 2023  
Tutored children with Down Syndrome

**"Ormat" School Tutor**  
January 2021 – July 2021  
Tutored students with learning difficulties

## MILITARY SERVICE

**Infantry, "Givati" Brigade.**  
March 2016 – November 2018  
Commanded 10–30 soldiers under pressure. Gained leadership, discipline, and team management skills.

## LANGUAGES

Hebrew  
English