

Roe Sivan

roeesivan39@gmail.com · (+972) 527382350 · [GitHub](#) · [LinkedIn](#) · [uni-rate.com](#)

CS student at Reichman University, building production software end-to-end. Strong in C# and .NET from coursework and hands-on projects, with solid C fundamentals, and recent 3D graphics experience from a browser-based open-world game. Past experience working as an automation engineer intern migrating a production test suite from UI-level to API level tests.

PROJECTS & AI BUILDING

UniRate – Full-Stack Web App | 2026 – Present

Sole engineer of a production web app with 150+ users at Reichman University [uni-rate.com](#)

- Designed the full system from scratch - chose the stack (Next.js, TypeScript, Prisma, PostgreSQL), defined the DB schema, structured the API, and deployed on Vercel. Full end-to-end ownership from concept to production.
- Integrated Google Gemini AI to solve a data cold-start problem by auto-generating course summaries, balancing AI-generated content with user reviews for optimal results.

AI-Built Games: Hasidic Tower & Neon Highway | Personal Projects

- Built two complete browser games using Claude Code - from game loop design and collision logic to rendering and deployment, treating AI as a full development partner across the entire lifecycle.
- Served as lead architect throughout the lifecycle, defining system structures and validating AI-generated logic to ensure high-performance, robust game code.

The Block – 3D Open-World Web Game (developed with Unity)

- Developing a 3D open-world web game featuring complex scene composition, custom physics, and player movement. Leveraged Blender and Unity MCP tools for efficient asset management and workflow integration.

PROFESSIONAL EXPERIENCE

Automation Engineer Intern – Agora | April 2026 – July 2026 (CO - OP)

- Spearheaded migration of test coverage from UI-layer to API-level tests in a production codebase, significantly enhancing test reliability, execution speed, and maintainability. Supplemented automation efforts with manual QA for comprehensive quality assurance.

QA Tester Intern – Mindli | Aug – Oct 2025

- Performed rigorous manual QA for an AI-powered productivity app, identifying critical edge cases and failure modes that now inform my design approach for robust, reliable software.

Operations & Marketing Intern – DigitalRosh | 2022 – 2023

- Operations and marketing support for a SaaS management platform.

EDUCATION

B.Sc. Computer Science – Reichman University | 2024 – Present

Coursework: From Idea to App with AI, Computational Models, Operating Systems, OOP with C# and .NET, Machine Learning

Testing: API-level testing, manual QA, test automation.

High School – Ramat HaSharon | Graduated 2019 | Advanced Computer Science studies (10 points, including a final project).

SKILLS

Languages & Frameworks: JavaScript / TypeScript, Next.js, Java, Python, C, C#, HTML & CSS, Unity, Blender

Tools & Infrastructure: Claude Code, Google Gemini API, Vercel, Prisma, PostgreSQL, Git, Linux, Bash.

Languages: Hebrew (native), English (native)

MILITARY SERVICE

IDF – Patriot Missile System, Commander | 2019 – 2022 | Completed commander course; led cross-functional team logistics and served on the operations & intelligence team.