Dovid Z. Edelkopf

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Summary

I'm a versatile Software Engineer with a background as an Ocean Manager, weaving team leadership and meticulous attention to detail. My journey harmonizes frontend and backend expertise, melding technical prowess with effective communication. I thrive on integrating intricate systems with user-centric design, while my diverse passions span film photography, surfing, and culinary exploration. Rooted in my Hasidic upbringing, I tackle challenges holistically, embodying a commitment to elegant solutions in the dynamic tech landscape.

Skills

Front End: JavaScript, React, TypeScript
Back End: Ruby/Rails, Python, SQL
Other: Git, VMWare, Linux, Hebrew (B2), Yiddish (A1)

Experience

Software Engineer
Freelance June 2023 – Present, Remote
- Successfully helped an open source group migrate their site from **MkDocs** to **Docusaurus** programmatically.
- Implemented **SOAP** conversion in **TypeScript** for client, enhancing third-party **API** communication.
- Crafted Real Estate site with dynamic content, including LinkedIn and Instagram integration.

Ocean Manager
Skudin Surf May 2016 – August 2023, Far Rockaway, NY
- Coordinated teams of instructors, achieving successful execution of surf lessons and increased student satisfaction.
- Educated students on water safety and environmental responsibility, ensuring adherence to safety protocols.
- Trained new employees in instructional techniques and best practices, improving teaching skills and consistency.
- Collaborated with nonprofits to provide lessons to special needs/disadvantaged kids for positive community impact.

Junior Security Analyst
IDT Corp February 2023 – June 2023, Newark, NJ
- Monitored and secured thousands of endpoints, removing security issues using **EDR** and **XDR** technologies.
- Maintained server hardware for reliable performance, minimized downtime, and maximized security.
- Conducted penetration tests using **Kali Linux** and **Metasploit**, ensuring vendor compliance and mitigating risks.

Projects

Surfwatch
[Link](#) | [Code](#)
- Fetched and organized data from various **API**, providing users with up-to-date information in real time.
- Utilized **TailwindCSS** to create a clean, consistent and visually appealing look, promoting usability.
- Implemented **React Router** to organize information on different pages, reducing visual clutter.

MetroLine
[Code](#)
- Achieved dynamic user experience by implementing client-side routes with **React Router** and reusable components.
- Operated a **JSON-Server** to create a **RESTful API** for the backend, improving data retrieval and manipulation.
- Built a controlled component form for users to create and persist data to the backend.
- Accomplished full CRUD with backend JSON server and **Leaflet.js** package to create interactive map interface.

Chassidishe RPG
[Code](#)
- Created a video game world rich in Hassidic atmosphere using the **GameMaker** engine.
- Utilized **Object Oriented Programming** practices to build out game pieces for non-player characters and environments.
- Coded custom behavior for dozens of objects to facilitate immersive game experience.

Education

Software Engineering
Flatiron School · NY, NY · 2023

Hebrew Language
Hebrew University of Jerusalem · Jerusalem, IL · 2022