Netanel Mazuz

Hardware & Software Engineer

Looking for a challenging and interesting **Full-Time** position
in **Hardware Development**

Contact

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Professional Skills

CODING LANGUAGES

Python
C/C++
JavaScript
VHDL & Verilog
Shell & TCL

IDE

VSCode
Visual Studio
PyCharm
MATLAB
Jupyter Notebook

TOOLS

Git
Jenkins
Docker
Kubernetes
Spark

OS

Windows
Linux (Ubuntu)

Soft skills

- Resourceful
- Proactive
- Persevering

Languages

- **Hebrew**: Native
- **English**: Advanced (C1)
- **Japanese**: Beginner (A2)

Military Service

Army police, Full military service as a squad commander

Employment

Project Advisor | RoboPhysics — 2023 - now

Mentoring students in **robotics** and **physics** projects, ensuring eligibility for honors graduation, academic candidacy, and elite IDF unit selection. I promote independent work and interdisciplinary critical thinking.

CAD Engineer | NVIDIA — 2022 - 2023

Coded CAD **Python** software for **DFT** teams, covering all stages of algorithm development from research and implementation to testing, debugging, and deployment, using CI/CD & Agile methodologies. Conducted design reviews, produced status reports & documentation, and provided technical support. Used **Unix** command-line tools such as RegEx, awk, SED, and SQL, coupled with **Pandas** library to process, manipulate, and analyze data.

Automation Engineer | INUITIVE — 2020 - 2022

Programmed object-oriented **C++** and **Python** automated tests for a **computer vision** chip. Integrated software for learning algorithms embedded in the chip, including CNN, SLAM, object detection, and face recognition. Employed diverse **testing frameworks** (unit, E2E, performance, and regression testing) with **Visual Studio** IDE. Managed projects using **Jira**, automated processes with **Jenkins** and **Docker**, and chip data retrieval via **UART** technology. Applied OOP, design **patterns** principles, and **OpenCV** library for image processing and testing.

Education

B.Sc. in Electrical & Computer Engineering | Ben-Gurion University | GPA: 78 — 2015 - 2020

Majored in **VLSI**, **computers**, and **signal processing**.
Final Project: Arduino-Based IoT Water Nitrate Pollution Monitoring System for Agriculture.
Notable Project: Blind source separation **MATLAB** project, de-noising time-series audio signals.

Formula Student | BGU Racing Team — 2016 - 2017

Participated in developing an electric racing car, designing & integrating **BMS** according to specifications under challenging power consumption, heat dissipation, space, cost, and performance constraints.

Courses

AI Development Training | Technion (6 Months) — 2024

Focused on **computer vision** and **NLP**, covering math & stats foundations, optimization techniques, learning architectures, and implementation of building blocks. Built AI projects prioritizing use-case-oriented thinking.
Topics: Un/Supervised Learning, Big Data, EDA, Transformer Models, Deep Learning concepts, etc.
Tools: Jupyter, NumPy, SciPy, Seaborn, Pandas, Scikit-learn, TensorFlow, Pytorch, Keras, CUDA, etc.
Speech Emotion Recognition in Audio | Deep Fake Detection in Video |

Full-Stack Development Bootcamp | Appleseeds Academy (6 Months) — 2020

Created dynamic, responsive websites, user interfaces, and robust, scalable applications by applying full-stack tools, frameworks, and industry best practices.
Frontend Tools: HTML, CSS, JavaScript, Python, React, jQuery, npm, and Sass.
Backend Tools: NodeJS, ExpressJS, SQL, NoSQL, MongoDB, Postman, and RESTful API.
Minecraft Game | To Do List | Dice Game |

Volunteer Work

Tamar Regional Council at 'Dead Sea' hotels — 2024

I Assisted evacuees in coordinating with government bodies & services, cultivated solidarity, organized activities, offered information & regular updates, and aligned system resources with evacuees' needs.