Idan Gurevich

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Professional Experience

WDI Wise Device Inc. Vaughan, ON

Junior Software Developer Jan 2025 – Present

- Administered and maintained **70+ Jenkins projects** across multiple departments and customer environments, managing build agents and optimizing performance for reliable application delivery.
- Engineered automated integrations between **SVN, JIRA, and Jenkins** using post-commit webhooks, enabling real-time build triggers and reducing integration errors by **30%** across multiple repositories.
- Built and deployed **API-driven testing tools** end-to-end (requirements to deployment) to accelerate QA, streamline integration testing, and support continuous delivery of imaging software.
- Authored clear engineering change note documentation and actively shared knowledge with colleagues to onboard new junior developers and improve cross-team collaboration.

Software Co-op Student May 2024 – Jan 2025

- Supported the administration and ongoing maintenance of large-scale Jenkins projects across multiple teams, assisting various teams with build reliability and deployment consistency.
- Contributed to the development of **Groovy scripts** for Jenkins project migration and job management, reducing manual overhead while improving the accuracy and consistency of deployment workflows.
- Collaborated closely with QA engineers to triage, debug, and resolve **100+ issues**, gaining hands-on experience with software quality assurance practices and strengthening release delivery timelines.

Technical Skills

Programming: C/C++, C#, Python, Java

DevOps & Cloud: Jenkins, Git, GitHub Actions, Docker, SVN, AWS

Development Tools: Visual Studio, VS Code, IntelliJ, PyCharm, AutoIt

Project Management: JIRA, Monday

Systems: Embedded Linux, Windows

Selected Projects

AeroForge: Vision-Based Drone Control Framework / *C++20, OpenCV, PhysX, YAML* 2025

- Developed **AeroForge**, a cross-platform (**Windows, macOS, Linux**) C++20 framework for building vision-based drone control applications.
- Designed a modular, extensible pipeline for **real-time object detection, tracking, 3D pose estimation, and PID-based control** with strict safety mechanisms (geofence, hold-to-enable, e-stop).
- Implemented high-performance template matching and Kalman tracking, achieving sub-frame latency for smooth visual servoing.

Distributed Multiplayer Matchmaking & Game Services Platform / *C++17, Python 3.11, Docker, FastAPI, PostgreSQL, Redis, NATS, Kubernetes* 2025

- Designed and implemented a production-grade, distributed matchmaking and backend services platform using **C++17** and **Python microservices**, supporting real-time game session allocation and player management at scale.
- Built core **C++ matchmaking algorithms** (MMR-based dynamic queues, latency and region constraints) achieving sub-**100ms** matching latency and supporting 10,000+ concurrent players.
- Developed modular backend services (**Auth, Lobby, Session, Leaderboard**) communicating asynchronously via **NATS** with PostgreSQL, Redis, and OpenTelemetry observability stack (Prometheus, Grafana, Jaeger).

Education

Toronto Metropolitan University Toronto, ON

Bachelor of Computer Science *Expected May 2027*