



SACHA DAVID

Senior Frontend Architect
& Fullstack Engineer



ABOUT & CONTACT

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PERSONAL SKILLS

- Initiative
- Problem Solving
- Independence
- Adaptability
- Communication
- Teamwork
- Learning Agility



TECHNICAL SKILLS

Frontend Vue.js (primary), React, TypeScript, Javascript, SCSS, CSS, HTML, Websockets

Architecture Frontend architecture, JSON-schema-driven Ui's, Microfrontends, modular SDK's, JS packages

Backend Node js, Python, Flask, Rest API's

Devops & Tools Docker, Docker Compose, Redis, CI/CD, Git

Other Real-time CV pipelines, medical SDKs, camera tuning, state machines, SVG precision overlays



EDUCATION

Elevation Academy (2016 - 2016)

Intense bootcamp for computer programming

LA ORT College (2013 - 2014)

Associates degree in Digital Media & frontend development

University of Brighton (2005 - 2008)

Bsc (hons) in Building Surveying



OVERVIEW

Fullstack Engineer (Frontend-Focused) with 9+ years of experience building high-performance web platforms and internal tools. Specialized in modern frontend frameworks like Vue.js, React, and TypeScript, with strong backend support using Node.js and Python. Experienced in designing scalable architectures, optimizing UX, and delivering production-ready features under tight timelines. Proven ability to lead projects across early-stage startups and scaling tech companies in Israel. Passionate about frontend engineering that drives real product value and user engagement.



EXPERIENCE

Senior Fullstack Engineer & Web Architect

Seekwell / Luna / 6over6 (acquired & rebranded multiple times)

Jun 2016 - Present

Led the frontend and SDK architecture for all of the company's web applications and platforms across multiple rebrands. Partnered with clinical, product, and backend teams to ship real-time, camera-driven web solutions powering medical device workflows used by millions globally. Along with companies main internal tools. Key projects include:

Flow Editor:

ArchitectedDesigned a drag-and-drop editor for building JSON-based product flows. Integrated with a custom form builder, live preview grid, and GitHub versioning. Enabled clinical and product teams to create and edit flows independently — reducing developer load and boosting efficiency.

LunaRx:

Built a JSON-driven state machine runner powering all core clinical flows. Integrated real-time detection (eyes, cards, faces), dual model processing, dynamic UI rendering, and FPS-optimized performance across mobile and desktop. Can run multiple flows such as:

- VA (Visual Acuity): Guides user to distance and checks their current eye prescription
- PD Pro: Live eye and card detection for PD measurement
- Digital Fitting: Gathers nod-based movement samples for multifocal lense segmentation height
- GoEyes: Advanced POC for full eye exams including speech detection and distance measurement

Admin UI + Session Explorer:

Built a microfrontend shell for all internal tools with role-based access and shared services. Developed a powerful session debugger that displays all flow events, visuals, and nested data for every session type, tailored dynamically per flow.

Web Companion SDK:

Created a real-time synced web/mobile app to assist in prescription extraction. Used SVG-based overlays and websocket syncing to ensure precise alignment of glasses to screen, used at production scale with millions of sessions.

Web PD SDK:

Delivered a camera-driven Pupillary Distance SDK embedded in client websites. Handled real-time user detection, image cropping, server communication, and flow progression. Live on partner sites and used globally.

Impact Highlights:

- Designed and maintained all frontend projects — from architecture to deployment
- Led performance improvements (e.g., FPS optimization, device-specific camera tuning)
- Built scalable systems now considered “mature” and requiring minimal active maintenance
- Consistently improved dev velocity and cross-team autonomy via internal tooling

Freelance (Jun 2016 - Jan 2014)

Graphic Design & 3d Modeling

Delivering visually compelling assets for digital and print media. Turned concepts into high-impact visuals using a variety of tools



References

Available upon request