Sagiv Reuben – Software Developer

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Passionate Software Developer with expertise in C, C++, C# and Python. eager to take on new challenges. A self-driven problem solver and team player, I thrive in dynamic environments, finding innovative solutions to challenging problems. Looking for an opportunity to contribute and grow in an innovative company.

Experience

2024 - Fish Season | Unity, C# | [(Steam Page)](#)
A game for those who love fishing and blowing up boats while riding the bus. Sail the seas, find your fortune, and oh, don't forget the fish! 🎣🚤

- Utilized Unity Input System to handle multiple input methods and act as a mediator for managing in-game controls.
- Single-scene game – Every window and action happens within the same scene, eliminating loading screens.

2023 - NES_emulator | C++, Cmake | [(Repository)](#)
A Custom application designed to emulate the behavior of an old game console (Nintendo Entertainment System). Using Old **technical manuals** of the systems and its CPU to complite the task.

- Utilized **6502 CPU** manual to build a class that emulate this behavior.
- Custom game file loader. Load's the game's **binary** data from a file and emulate the game card custom circuitry

2022 – Minecraft World Generator | C++, OpenGL, Cmake | [(Repository)](#)
A prototype built to explore 3D engines and rendering pipelines. build a custom C++ game engine with OpenGL for terrain generation and rendering. Implements Perlin noise for procedural terrain creation.

- Build a custom **Game Engine** to handle **3D data** and rendering using **OpenGL**.
- Utilized **Perlin** library to generate the 3D terrain

2021 – 2023 - Layout Designer at "Qualcomm" an industry leader in micro-processors and RF communication chips.
In my role as a **Layout Designer**, I had to became proficient in **Python** and Skill (In house language) programming languages all while working with in a **Linux** Terminal interface. I also had to develop and demonstrate organizational and communication skills such as team work, meeting strict deadlines, and presenting findings and analysis to colleagues. The position required me to:

- Lead my team's presentations in meetings with management.
- Mentor colleagues and debug their code before final submission.
- Find innovative and creative solutions to complicated tasks with strict constraints.
- Explore efficiency boosters to increase my team's and my own productivity.

Education
Electronics Practical Engineer | Technion Institute, Haifa, Israel | 2018 – 2020 | GPA: 96.1

Army Service
2013 – 2016 **Artillery Corps, Artillery Gun Crewman** Awarded for outstanding performance by the regiment officer.

Languages

- **Hebrew:** Native
- **English:** Professional proficiency in written and spoken communication