

ROEY SALAH

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SUMMARY

Communication Systems Engineer seeking software engineering roles in growth-stage startups, looking to utilize skills in network & communication protocols, and develop further skills in real-time embedded

PROFESSIONAL EXPERIENCE & LEADERSHIP

Network & Software Engineer, C++ — Autonomous Drone Communications Project (2023–Present)

- Built & designed a UDP communication protocol for drones in the OMNeT++ simulation environment
- Utilized INET Frameworks, AODV, Multi Drone Topology & other tools to allow pilots to send pre-logged mobility commands to their drones in real time
- Attached is a Beta [presentation](#) of the project

Network & Software Engineer, C — Multiplayer Cheat Card Game Project (2023)

- Programmed a card game in C using TCP connection from clients to a server ([github](#))
- Used socket programming & designed the server to run the game while players communicate with it, incorporating multicast handler threads that print messages on the users' screens
- Attached is a [presentation](#) of the project

Software Engineer, C — Basic Memory System Project (2023)

- Built a system in C that contains a memory management unit, evictor, printer, & hard disk ([github](#))
- Expedited speeds 2x via parallelization

Software Engineer, C++ & C — School Management System Projects (2022)

- Built a School Management System in C++ ([github](#)) & a Course Registration System in C ([github](#))
- Features included classrooms, teachers, students, departments, faculty, ID management, salary management & more

Teaching Assistant & Private Tutor — Israel Ministry of Education, Beer Sheva (2016–2019)

- Tutored 10-12 high school students per class, in Math & English; tutored in Physics & Electronics
- Taught +300 students, lifetime, teaching 4x/week

Electrical Systems Technician — Israeli Air Force (2013–2016)

- On a 6-person team, responsible for maintaining electric & mechanical equipment
 - Certified Electrical Assistant via the IDF
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EDUCATION

BSc Communication Systems Engineering, Ben Gurion University (2020–2024)

- Programmed in C, C++, Python, OMNeT++, and Mathematica Wolfram across various projects
 - Studied computer networks, data structures, algorithm design, operating systems & more
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SKILLS, ACTIVITIES & INTERESTS

Hard skills: C, C++, Python, MATLAB, Wolfram Mathematica, OMNeT++, TCP/IP, Routing Protocols, GNS3, Wireshark, Switching & Network Protocols, Socket Programming, Multi-Thread & Multi-Process Programming, Operating Systems, Computer Networks