YARDEN REGEV

SOFTWARE DEVELOPER

CONTACT

0536217691

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LinkedIn Profile

Qiriyat Ono, Israel

TECH SKILLS

Python
C
C++
Linux
Git
Docker
Microservice architecture
HTML
CSS
JavaScript
Asynchronous Programming
Network Programming

SOFT SKILLS

Efficiant and quick decision making
Great communication skills
Creative problem solving
Strategic planning
Attention to detail
Sense of ownership and of urgency
English native speaker
Hebrew native speaker

EDUCATION

The Open University **2021**
Computer Science intro - Java

Infinity Labs R&D **2021-2022**
Software Developer

Amazon **2024**
AWS Certified Developer - Associate

MILITARY SERVICE

Shift Supervisor of COGAT operation room **2018-2021**
Operations Department's **Excellent Soldier Award in both 2020 and 2021**

ABOUT ME

Experienced software developer with **3 years of experience**, specializing in **embedded software development** and **Full Stack development.**
Proficient in **C, C++, Python, Javascript, Linux user space and low level kernel space.**

WORK EXPERIENCE

Software Developer **2022-2024**

Cellium

Embedded Software Development:
Developed and optimized high-performance embedded software features within a real-time operating system **(RTOS)** environment using **C**, focusing on performance-oriented design and efficient resource management.

Full Stack Development:
Designed and developed a full-stack web application using **Python (Django), HTML, CSS, and JavaScript,** with a strong emphasis on server-side logic for performance monitoring and UI development for user interaction and control.

Linux and Raspberry Pi:
Developed and optimized software for **Linux** and **Raspberry Pi (RPi)** environments, leveraging in-depth knowledge of Linux kernel and drivers to ensure compatibility and enhance performance.

Low-level Communication Drivers:
Utilized low-level communication driver interfaces such as **UART**, **SPI**, and **I2C** to enable effective communication with hardware peripherals.

Cross-functional Collaboration:
Collaborated with cross-functional teams to gather requirements and ensure seamless integration of software components.

Hardware Analysis:
Interpreted and analyzed hardware block diagrams, schematics, wiring diagrams and datasheets to understand hardware requirements and implement appropriate software solutions.

SOFTWARE PROJECTS

C++ Multiplayer Card Game

Description: A multiplayer C++ CLI game that connects players across a TCP network for seamless cross-computer gameplay.
Technologies: **C++, Linux, TCP/IP.**
Concepts implemented: **Object-Oriented Programming (OOP)**, **multithreading** with **thread pools**, and real-time **network communication**.