

# ADAM OCHERI

Software Developer

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## EXPERIENCE

### Backend Developer \ ML-Ops

OmniTelecom

⌚ 2023 - Present

📍 Ramat Gan, Israel

- Designed and developed AI-augmented systems and microservices for a cloud-based call center platform. Leveraged **Django** and **Django REST Framework** to build scalable backend APIs, and implemented asynchronous task processing and message brokering using **RabbitMQ** and **Celery**
- Implemented CI/CD automation pipelines using **Jenkins** and established comprehensive monitoring for microservices with **Prometheus**. Exposed key performance and health metrics to a customized **Grafana** dashboard, enabling real-time visibility into deployment status and system integrity
- Configured and deployed cloud infrastructure using **Terraform**, enhancing resource management, scalability, and maintainability across development and production environments
- Extensively utilized **Docker** and **Docker Compose** to containerize microservices, enabling efficient, self-contained deployments and seamless scalability across production environments
- Set up and maintained GPU servers for running AI model inference to support R&D of internal tools, leveraging **Hugging Face's Transformers** library running on a **PyTorch** backend
- Utilized open-source tools from the **Hugging Face** ecosystem to fine-tune large language models (LLMs) and audio-to-text models, achieving improved accuracy on domain-specific datasets tailored to project requirements

### OOP and C++ Instructor

Cyber Education Center

⌚ 2023 - 2024

📍 Haifa, Israel

- Taught high school students the foundations of **Object-Oriented Programming** using **C++** in a rigorous, year-long program designed for excelling students
- Completed professional training and participated in regular workshops to prepare weekly study materials, consistently meeting curriculum requirements and grading student project submissions on schedule
- Relayed weekly feedback to students on their progress, as well as providing additional private tutoring and gap-filling sessions for students in need of additional guidance

### FullStack Developer

CeeVee.ai

⌚ 2023

📍 Remote

- Development of user features for a web application using modern web technology stack, including **HTML5**, **CSS3**, **TypeScript** and **React.js** to provide responsive and user-friendly layouts
- Assisted in the setup of **RESTful APIs** to facilitate data exchange between frontend and backend systems, powered by a **Node.js** backend server for communication with **SQL** and **NoSQL** databases

### VR Engineer

Salvador VR

⌚ 2021 - 2023

📍 Remote

- Led the deployment and maintenance of a VR (Android) application on **Oculus Store** powered by Unreal Engine, gaining hands-on experience in virtual reality technologies and **commercial deployment** pipeline setups
- Developed automated testing, employing the **Automation Framework** for Unit, Spec, Functional, and Integration tests to ensure high-quality code, prevent regressions, and maintain a robust codebase

## SUMMARY

Software developer honing a unique skill set combining web development, Dev/ML-Ops, virtual reality engineering, game development, and music production.

I am constantly seeking opportunities to fuse my artistic inclinations with technical expertise.

## EDUCATION

### Full stack Web Development

Masterschool

⌚ 2022 - 2023

- Completed a year-long intensive program and acquired **hands-on experience** with a wide range of technologies and tools, gaining a strong foundation in **full-stack web development**

### Game Development

Escape Studios & Epic Games

⌚ 2021

- Graduated a rigorous program co-developed in collaboration with **Epic Games**, gaining thorough experience on real-time rendering and animation capabilities in **Unreal Engine**

## LANGUAGES

English Native ● ● ● ● ●

Hebrew Native ● ● ● ● ●

## SKILLS

Python C/C++ TypeScript

JavaScript Node.js Django

Django REST Framework RabbitMQ

Celery Docker Docker Compose

Prometheus Grafana Terraform

Jenkins Google Cloud AWS

Bash NumPy PyTorch

Unreal Engine Virtual Reality

Juce DSP GitHub