

Curriculum Vitae

Costa Shapiro

A software engineering professional (M.Sc. in CS) with over 10 years of industry experience in various areas, interested in problem-solving software R&D

Contact

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Personal

Birth 4.10.1975 in the USSR (former)

Citizen Tel Aviv, Israel

Skills

Positions and Responsibilities

Senior / Integration / Infrastructure Engineer

design, implementation, integration and maintenance of complex software / software-hardware systems (including web-based, networking, real-time/embedded)

development of fundamental software/networking product technologies (including company-internal testing/analytics/design systems)

software/hardware system analysis and problem solving

subsystem development coordination from interface definition to integration testing

Individually Contributing / Team Working Engineer

full-circle development of hardware management systems, database applications, algorithmic modules and other software components

functional design and implementation of user interfaces (including graphical and web-based)

Languages and Development Technologies

C/C++ – Boost, MFC, OWL, ACE, Turbo Vision

Java – EE technologies, AspectJ, Jini, etc.

PHP, Perl, Tcl/Tk, JavaScript, Visual Basic, Pascal, COBOL, Ruby, etc.

Database Management Systems and Other Software Technologies

SQL – MS Server, ORACLE, PostgreSQL, MS Access, etc.

ODBC, JDBC, etc.

Paradox/BDE, dBase, Clipper, etc.

Operating Systems and Networking

Various internet protocols (HTTP, SMTP, IMAP, etc.)

UNIX family (FreeBSD, Linux, HP-UX, etc.), Windows family, VxWorks, proprietary RT/Embedded systems, DOS

Hardware Programming and Protocols

x86/Pentium family, ARM, DSP's

PCI, flash memory, various hardware devices

Web technologies – REST/SOAP,
XML/XSLT

CORBA, DCOM/ActiveX

Various Apache Jakarta technologies,
JavaCC

Education

1999–2003 [Technion \(CSD\)](#) – M.Sc. in Computer Science (cum laude)
 [“Object-Oriented Implementation of Reconciliations”](#) (Reconciliations in Java)
 thesis

1995–1998 [Technion](#) ([CSD](#)) – B.A. in Computer Science (cum laude)

1991–1994 [BOSMAT](#) (Automatic Data Processing course) – Speciality Matriculation Certificate

Experience

2007–2009 Senior Software Engineer at [Nielsen Online](#) (projects on interactive distributed systems for large-volume text-mining analysis, Herzliya)

- full engineering maintenance of the company's core online Consumer-Generated Media analysis project
- stability, maintainability and performance problems solving on component and system levels
- Java EE & Apache Jakarta technologies (inc. Lucene), C++/Boost, SQL & custom DBMS's, XML processing, standard & custom client-server transports, bash & other scripting

2005–2007 Technological Leader and Founder at an information management web service start-up project

- technology development (interface definitions, system architecture, algorithm and database design, etc.)
- start-up-related activities
 - front-end web technologies, PHP5, Java EE & Apache Jakarta technologies, JDBC, PostgreSQL, FreeBSD, common internet server software

2002–2004 Senior Software Engineer at [Intel](#) (pre-silicon VLSI power estimation tool project, integrated VLSI CAD system, CAD Dept., Haifa)
VLSI technology domain experience (including system input/output specifications and real-data analysis)

subsystem architecture development

internal customer engineering support (VLSI projects)

cross-project coordination

independent software development and maintenance

– C++, VLSI knowledge, internal infrastructure framework, Tcl/Tk, Perl

2000–2002

Software / Integration Engineer at [QUALCOMM](#) (several cellular communication related software-hardware projects, Haifa)

CDMA technology domain experience (both parties plus simulation/testing)

full-circle hardware driver framework development (complex communication interface device)

distributed testing/simulation infrastructure development, maintenance and refactoring

cell-phone system integration (including mid-layer embedded communication software development)

– RT/Embedded systems, VxWorks, Tornado, CORBA, Visual C++, ARM, proprietary DSP, hardware-level protocols (cPCI, flash memory, etc), Win32, Perl

1999–2000

Software Developer (part-time) at [Extent](#) (former, now owned by [Alepo](#)) (Billing & Mgmt. RADIUS ISP web-managed server project, Ramat Gan)

development of custom management and report software modules

– cross-platform C++, SQL (various DBMS's), Apache HTTP server, proprietary front-end template framework

1998–1999

Teaching Assistant at [Technion](#) (basic CS courses, [CSD](#), [CEESD](#), Haifa)

1997–1998

Software Developer (part-time) at [NetManage](#) (several internet client projects, Haifa)

common internet protocols experience (email, ftp, telnet, etc)

client software module development (including GUI components)

infrastructure works

– Visual C++, MFC, DCOM/ActiveX, range of internet protocols, Win32, other application technologies

1995–1997

Software Developer (part-time) at [Asher Space Research Institute](#), [Technion](#) (TechSat microsatellite project, Haifa)

design and implementation of complex physical algorithm modules

implementation of telemetry-processing modules (including database design and usage)

implementation and integration hardware driver modules (GPS, etc.)

various software development and maintenance tasks (including implementation of satellite management modules of several control levels)

– C/C++, x86 assembly, Visual Basic, Paradox/BDE, various hardware interface protocols, Win32 (including GUI)

1992–1993

Software Developer (part-time) at [Technion's Center for Promotion of Teaching](#) (A project of robotic manipulator based educational aid for spatial reasoning development course, Haifa)

design and implementation of robotic manipulator software (including GUI, command language, robot control and simulation)

– Pascal, Turbo Vision, x86 assembly, proprietary robot interface protocol, DOS

Interests

Ruby-based development

To me, it is just the best industry-accepted tool for expressing software reasoning which allows to stay focused on the task while maintaining overall development efficiency. It takes the whole development experience to a new level, when practically appropriate, of course.

User-oriented development

Usability-driven design, on both human user and system component levels is my preference for successful and enjoyable development. It is important for me to assess different aspects of usability (such as fitness for a particular purpose versus universal reuse potential) regularly in the software development cycle.

Component-pragmatic development

When developing any product-oriented system, I support agile component evolution through functionally defined iterations (while tracking all the decisions and activity) to keep things team-maintainable at all times.

Open Source involvement

It seems to me that most companies using and contributing to open-source projects just benefit from the interaction.

Social and personal segment software

After many years closely tracking the information technologies development, I've gained both experience and hunger for building useful and accessible services.

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