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|  | DANNY PRIYMAK  [A picture containing clipart  Description automatically generated](https://www.linkedin.com/in/danny-priymak-7a8138172/)  +972-545832118  |  dannypriymak@gmail.com |

# Passionate coder and avid Linux user. B.Sc. Math & Computer Science, Technion IIT. Interests revolve around cloud-based backend services, and image and audio processing.

# Seeking software or backend development positions.

# EXPERIENCE

## Employment

* **Cloud Software Engineer** | NICE Actimize | July 2019 - Present

I build Serverless Java (using Maven, JUnit5, Lombok) & Python3 backend microservices for a financial crime prevention PaaS on top of AWS. The microservices are deployed via custom-written Jenkins pipelines, Docker containers and Terraform (+Terragrunt) modules. The underlying cloud resources are evaluated and chosen with security, performance, and cost-effectiveness in mind, with respect to the required use-case scenarios in question.

* **Software QA Engineer (Student Position)**  |  Wix.com  |  2017
* **Technical Support Specialist (Student Position)**  |  Wix.com  |  2016-2017
* **Software QA Engineer (Student Position)**  |  GE Healthcare  |  2015-2016

## PERSONAL Projects

* **Kyoob**–a Unity and C# powered Android game, live on the Google Play Store at <https://goo.gl/FBepJ8> ([GitHub repository](https://github.com/daisp/Kyoob)).
* **Cybogram** - A Python- and Selenium-based open source Instagram bot ([GitHub repository](https://github.com/daisp/cybogram)).
* **Efficient Restoration by Compression (School Project)** –a C++11, MATLAB and OpenCV powered project presenting a modular and efficient C++ implementation of a novel, state-of-the-art signal compression approach that uses standard, off-the-shelf signal compression methods ([more info](http://gip.cs.technion.ac.il/lab-projects.php?id=119)).
* **3DEngine** – a C++14 3D graphics engine on Linux, implemented using only primitive prebuilt libgraph pixel drawing functions, testing via integrated Googletest suite ([GitHub repository](https://github.com/daisp/3DEngine)).

# CODING

## Languages

* Proficient in C++, Java, Python, bash, C, MATLAB
* Familiar with C#, JavaScript, HTML5 and CSS

## Technologies

* Git & GitHub | GitHub: <https://github.com/daisp>
* AWS (EC2, S3, API Gateway, Lambda, IAM, VPC, and Route 53 among others)
* Jenkins, Terraform (for AWS), Docker
* Maven, JUnit5, Lombok
* Makefile, CMake, Vim
* OpenCV (C++ and Python SDKs)
* Googletest
* Selenium (Python SDK)
* UML, OPM diagrams
* Anaconda, Jupyter, PyTorch, NumPy, Pandas, Matplotlib, SciPy, scikit-image, and others.
* Unity
* JUCE (C++ audio plugin development framework)