Daniel Hadar

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username: *danielhadar*

Profile
Master of Cognitive Science and Computer Science. Six years of hands-on CS experience: two as a System Engineer in Israel Aerospace Industries and four in the Space and Vision Branch in the Intelligence Force, IDF. 28 years old.

Education
M.Sc in Cognitive Science and Computer Science, Hebrew University (GPA: 96.3)
Received a research scholarship. Focused on Affective Computing (recognition and analysis of human emotion via computational systems), Computer Vision and Machine Learning. **Full list of publications available on my webpage.**

<u>**Thesis:**</u> Implicit Media Tagging and Affect Recognition from video of Spontaneous Facial Expressions, recorded with 3D camera (Advisor: Prof. Daphna Weinshall).

B.Sc In Computer Science and Cognitive Science, Hebrew University (GPA: 90.3)
Awarded Dean's List for 2nd year of B.Sc and both years of M.Sc.

Experience

Teaching Assistant, Hebrew University   2015—2016
Introduction to CS (67101), Data Structures (67109).

System Engineer, Israel Aerospace Industries   2013—2015
A member of the Space Department's System Development team. Designed and carried out internal system tests. Half-time position During Bachelor's degree.

Team Leader, Space and Vision Branch, IDF (Standing)   2009—2010
Guided two teams during their 6 months training period (total of 13 operators).
Awarded for excellence in commanding and leadership.

Developer, Space and Vision Branch, IDF (Mandatory)   2008—2009
Involved in characterisation and development of a state-of-the-art system that replaced the former one, In collaboration with Elbit Systems Ltd.
Nominated for Israel's President award for excellence.

System Operator, Space and Vision Branch, IDF (Mandatory)   2006—2007
Awarded for outstanding performance by the unit's colonel.

Projects

"IsTyping…" Personalised VR experience based on the user's social media data.
A friends hackathon project that grew big. I did Server Side Development and created a correspondence patterns analysis that finds user's *interesting* chats, groups and contacts, as well as a JS Web Scraper that collects the user's data. Presented at Cannes Film Festival 2016, DocAviv 2016, Brussels Digital Fest. 2016, Liege Web Fest. 2016 (where we won best VR project) and more.

Crushing Candy Crush. Excelling project in Artificial Intelligence Course, Hebrew University 2014: http://www.cs.huji.ac.il/~ai/projects/2014/crushingCandyCrush/

Misc.
Languages: Hebrew (Native), English (Fluent); Israeli and German Citizenships.
Public Speaking: Comfortable in front of a crowd, with over 1000 lecturing hours.
Interests: Enjoys cinema, scuba diving, rock climbing and swing dancing (Charleston and Lindy-Hop).