



Research Engineer

Technical Skills

- ➡ [Source code repository](#)
- ➡ *Programming languages*: Recent professional experience: Common Lisp, Clojure, Ruby. Proficiency in: Scheme, C, Python, Javascript, SQL, C++, L^AT_EX, and Java.
- ➡ *OS*: Unix.
- ➡ *Environment*: Emacs and a browser are usually enough.
- ➡ *Domains*: Logic, web, data analysis.
- ➡ *Research*: Working knowledge of deduction, induction, and analytic thinking in general.

Recent Professional Experience

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|--------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 2013-06 - Present | ➡ Engineer at agri esprit – GUI developer for a ERP focused on agriculture. |
| 2012 - 2013-06 | ➡ Engineer at stackbuilders – Developing a middleware for connecting remote banking web services, and developing a real time simulator for interactive lighting installations. |
| 2010 - 2012 | ➡ Research Engineer – Helped build the R&D team at neoway and led it in building a captcha recognition system. |
| 2007-2009 | ➡ Web Developer – Web systems freelance developer. |
| 2005 - 2007 | ➡ Research Engineer – GUI developer for a PKI software at the infosec laboratory at my university . |

Hobbies

- ➡ Jiu Jitsu, Philosophy(ethics & austrian economics), Trivium

Personal Statement

- ➡ I believe that individual freedom is a necessary condition for happiness. Because of that I usually prefer to work in places where the management structure is such that incentives are used instead of direct control, and with projects that would lead to solutions that have what I think are intrinsic values. Those factors have the side effect of attracting to the project the best professionals, and working with such people is one of my major career goals.

¹contacts provided upon request.