Curriculum Vitae

EFRAT ZUSMAN

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PROFESSIONAL SUMMARY

Highly motivated and results-oriented Electrical & Computer Engineering student with a strong academic record (GPA 88.5/100) and hands-on experience in software development and quality assurance. Eager to apply foundational knowledge in VLSI, digital design, and SystemVerilog UVM to a Junior Verification Engineer role at MaxLinear, focusing on developing robust verification plans and contributing to high-quality digital designs.

EDUCATION

Ben-Gurion University of the Negev | Be'er Sheva, IL

B.Sc. in Electrical & Computer Engineering | Expected Graduation: October 2025

GPA: 88.5/100

Relevant Coursework: Analog & Digital VLSI, Digital Systems, Object-Oriented Programming, Data Structures & Algorithms, Introduction to Robotics, Computer Vision, Deep Learning, Probability & Random Processes.

TECHNICAL SKILLS

Programming: Python, C/C++, SystemVerilog, Verilog, VHDL, Java, JavaScript

Verification: SystemVerilog, UVM, HDLs (Verilog, VHDL)

Cloud & DevOps: AWS (Lambda, DynamoDB, MongoDB, S3, EC2, ECS, ECR, Route 53, CloudWatch, SQS, SNS), Terraform, Docker, Kubernetes, Jenkins, GitHub Actions

Databases: MongoDB, DynamoDB, SQL

Tools & Methodologies: Git, Jira, Confluence, Agile (Scrum), OpenCV, PID, State Machine, RESTful API, Microservices

EXPERIENCE

BAZZ Financial Technologies | Be'er Sheva, IL

SW Engineer (Student Position) | Feb 2022 – Present

• Develop and maintain cloud-based microservices architecture on AWS, contributing to complex system design.

• Implement CI/CD pipelines and write comprehensive tests (unit, integration, E2E) to ensure software quality and reliability.

• Design and implement RESTful APIs, facilitating robust communication between services.

• Utilize Python, Terraform, Docker, RabbitMQ, Lambda, Kubernetes, MongoDB, and DynamoDB in a fast-paced Agile (Scrum) environment.

AllCloud | Be'er Sheva, IL

QA Engineer (Student Position) | Aug 2021 – Feb 2022

• Performed manual and automated testing for cloud solutions, contributing to product quality and stability.

• Developed and executed detailed test plans, reported bugs, and tracked resolutions.

• Gained experience with Selenium, Python, and AWS in a testing capacity, implementing CI/CD pipelines for efficient releases.

SELECTED ACADEMIC PROJECTS

Human Activity Recognition (Final Project) | Ben-Gurion University

• Developed a Deep Learning model (LSTM, CNN) in Python to predict human activities from sensor data.

• Processed large datasets, trained neural networks, and evaluated model performance, demonstrating strong analytical and programming skills.

Car Racing Game (Introduction to Robotics Course) | Ben-Gurion University

• Programmed a car racing game in C++ using PID control and state machine logic for robot car control.

• Utilized OpenCV for real-time image processing, showcasing practical application of control systems and algorithmic thinking relevant to hardware interaction.