EliavYehuda

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Programming
Java, C++, C, C#, JavaScript, HTML, CSS, SQL, jQuery, Python

Technologies
Spring MVC, AngularJS, ASP.NET MVC, REST, AJAX, PostgreSQL, MySQL, Tomcat, Postman, SDK, GDK, Bootstrap

Source Control
Subversion, Git

Environments
Eclipse, IntelliJ, Visual Studio

Learning
Unity Game Engine, React, Django

Interests
Computer Security
Game Development
Computer Graphics
Computer Networking
Mobile Development

Work Experience

Autodesk Software Developer   Toronto, Jan. 2016 – Apr. 2016
• Fixed high severity security vulnerabilities clearing 100% (27) of venerability detections.
• Optimized query improving speed from a few minutes to several hundred milliseconds.
• Cleared two major causes of crashes leading to a 20% reduction in customer crashes.
• Successfully researched and integrated a tool to design, prototype and document APIs

UXP Systems Software Developer   Toronto, Apr. 2015 – Aug. 2015
• Optimized OSS/BSS infrastructure feature to improve connection speed by 35%.
• Enhanced and extended the user interface for a cloud based connected home system.
• Improved code quality and increased code coverage by 60% by optimizing code, writing unit/integration tests, identifying bugs and conducting code fixes.

Edisoft Software Developer   Toronto, Apr. 2014 – Aug. 2014
• Designed and developed the frontend and backend of order, shipment and invoice pages.
• Optimized subroutines to improve performance of application and database interactions.
• Managed databases on SQL Server and used database SQL query to manipulate data.

Genesys Mobile Developer   Toronto, Aug. 2013 – Dec. 2013
• Improved code quality of android applications for multiple mobile application projects.
• Developed applications for Google Glass using the Glass Development Kit (GDK)
• Researched ways to create tests using selenium and debugging node software effectively.

Ontario Ministry of Finance Database Programmer   Toronto, Jan. 2013 – May. 2013
• Developed advanced programs that automate the creation of financial graphs, tables and reports as source data gets updated in the database.

Projects

Professional Website Web Development   2016
• Developed a personal website which features bio, social media profiles and portfolio using Jekyll, Bootstrap, SASS and JavaScript.

Real-Time Executive Operating Systems   2015
• Co-designed and developed a real time Operating System written in C.

Cards Game User Interface   2014
• Developed a C++ program with a user interface that will run a cards game on X11 windowing system.

Android Game Android Development   2013
• Designed and developed a game resembling Fruit Ninja android app using Java Swing and ported it to Android.

Education

Software Engineering University Of Waterloo   Waterloo, Sept. 2011 – Current
• Candidate for Bachelor of Software Engineering 4A, expected graduation April 2017