

# Eliav Yehuda

## Software Engineer

## Work Experience

### Applied Materials - Senior Software Engineer

Tel Aviv, 2021 - Current

- Designed and developed new micro-services that enhanced the robustness of the code base.
- Spearheaded the design, development, testing and deployment of essential features.
- Implemented caching strategies to enhance performance of high demand services.
- Collaborated with cross-functional teams to define technical requirements, detailed design and ensuring seamless integration with frontend components.

### Playtrex (acquired by Tangelo) - Senior Software Engineer

Tel Aviv, 2019 - 2021

- Developed entire server-side game application that is stable, robust & easily maintainable.
- Enhanced and optimized all server-side components of a multi platform mobile game.
- Set up, deployed, upgraded and maintained server infrastructures.
- Designed, developed and maintained various new game features for a poker game application that resulted in a sharp increase in daily active users in a few months.

### MRI Software - Senior Software Engineer

Toronto, 2017 - 2019

- Created partial and incremental data sync modes that exponentially increased performance.
- Designed and implemented architectural change from multi tenancy to single-tenancy.
- Improved post deployment and build PowerShell scripts by adding new build modules.
- Enhanced and optimized the user interface, API layer, business logic and data modeling components of a SAAS based BI portal and Data warehouse.

### Autodesk - Fusion Backend Developer

Toronto, Winter 2016

- Fixed critical high priority vulnerabilities including SQLI, XSS, CSRF and many others.
- Optimized SQL query improving speed from a few minutes to several hundred milliseconds.
- Researched and integrated a tool that can help design, prototype and document APIs.
- Improved infrastructure reliability by eliminating major causes of database, server and application crashes, achieving 30% reduction in crash reports.

### UXP Systems (acquired by Amdocs) - Platform Developer

Toronto, Spring 2015, Fall 2016

- Optimized code for concurrent performance and reliability which resulted in 20% speedup.
- Developed effective APIs for newly created features and improved existing APIs.
- Enhanced and extended the user interface for a cloud based connected home system.
- Wrote unit and integration tests, increasing code coverage by over 60%.

## Projects

### WatCola Concurrency

- Developed a concurrent program that simulates the workflow of a bottling plant, truck and a set of vending machines and their interactions with students using direct communication and monitors in  $\mu C++$ .

### Real-Time Executive Operating Systems

- Co-designed and developed a real time Operating System on Keil MCB1700 board using C.

### Straights Game User Interface

- Developed a card game with a user interface implemented using X11, gtkmm and C++.


## Education


### Software Engineering University Of Waterloo


Waterloo, 2011 - 2017

- Bachelor of Software Engineering (BSE), Honours, Co-Operative Program


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## Programming

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

## Technologies

Docker, Kubernetes, PostgreSQL, MySQL, Jenkins, Azure DevOps, Node.js, SmartFoxServer 2X, Tableau, Couchbase, Tomcat, Postman, SDK, GDK

## Frameworks

Spring MVC, Angular, AngularJS, ASP.NET MVC, REST, AJAX, jQuery, Bootstrap

## Source Control

Subversion, Git

## Environments

IntelliJ, Eclipse, Visual Studio

## Learning

AI Tools

## Interests

Game Development  
Artificial Intelligence  
Cyber Security  
Computer Graphics  
Mobile Development