

Eliav Yehuda

Software Engineer

Work Experience

MRI Software Software Engineer II

Toronto, Fall 2017 - Current

- Created partial and incremental data sync modes that exponentially increase 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 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 60%.

Edisoft Full Stack Developer

Toronto, Spring 2014

- Designed and developed the frontend and backend of order, shipment and invoice systems.
- Optimized subroutines to improve the performance of application and database interactions.
- Managed database on MySQL Server and used SQL query to manipulate and use data.

Genesys Mobile Developer

Toronto, Fall 2013

- Extended applications for Google Glass using the Glass Development Kit (GDK).
- Refactored and optimized code for multiple android applications.

Projects

Rabbi Botman Natural Language Processing

2018

- Designing and developing a chatbot using Javascript with Facebook Messenger, NodeJS, Dialogflow, Sendgrid, ngrok and AWS.

WatCola Concurrency

2017

- 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 μ C++.

Personal Website Web Development

2016

- Designed and developed a personal website using Jekyll, Bootstrap, SASS and JavaScript.

Real-Time Executive Operating Systems

2015

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

Straights Game User Interface

2014


- 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, JavaScript, HTML, CSS, SQL, jQuery, Python

Technologies

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

Source Control

Subversion, Git

Environments

Eclipse, IntelliJ, Visual Studio

Learning

Unity Game Engine, React, Django

Interests

Game Development
Computer Graphics
Artificial Intelligence
Computer Security
Mobile Development