

# Eliav Yehuda

## Software Engineer

## Work Experience

### 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 Java 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 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.

### Ontario Ministry of Finance Database Programmer

Toronto, Winter 2013

- Developed advanced programs that automate the creation of financial graphs, tables and reports as source data gets updated in the database.

## Projects

### WatCola Concurrency

2017

- 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  $\mu C++$ .

### 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 written in C.

### Straights Game User Interface

2014

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

### Fruit Ninja Game Android Development

2013


- Designed and developed a game resembling the Fruit Ninja android app using java swing.


## Education


### Software Engineering University Of Waterloo


Waterloo, 2011 – 2017

- Bachelor of Software Engineering


 Toronto, ON, Canada

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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

Game Development  
Computer Graphics  
Artificial Intelligence  
Computer Security  
Mobile Development