


ELIAV YEHUDA

Senior Software Engineer

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EXPERIENCE




Senior Software Engineer

Applied Materials

2021 - Present Tel Aviv, Israel

- Designed and implemented robust Java microservices supporting enterprise-scale systems, balancing between high availability and strong consistency.
- Integrated new technologies with the assistance of AI tools to enhance performance and scalability of high-demand services.
- Led backend API design (REST and gRPC) and drove system performance improvements through profiling and targeted optimization.
- Collaborated cross-functionally with frontend, QA, and product teams to deliver features end-to-end and mentor junior engineers.




Senior Software Engineer

Playtrex (Acquired by Tango Games)

2019 - 2021 Tel Aviv, Israel

- Developed full server-side architecture for a cross-platform mobile game that is stable, robust, and easily maintainable using Java and SmartFoxServer.
- Optimized server performance and contributed to daily active users growth through feature development.
- Integrated cloud services on AWS (EC2, S3) to improve scalability and reduce operational overhead.
- Worked with Redis caching, MySQL data stores to increase throughput and reduce latency.




Software Engineer → Senior Software Engineer

MRI Software

2017 - 2019 Toronto, Canada

- Led the database architecture transition from multi-tenancy to single-tenancy for a SaaS BI and data platform, improving data isolation and maintainability.
- Enhanced REST APIs and backend services, implementing performance-driven features, advanced sync modes, and scripting tools.
- Collaborated with product and QA to define API contracts and migration plans, and assisted in deployment automation.



Software Engineer

Autodesk

2016 Toronto, Canada

- Remediated high-priority security vulnerabilities including SQL injection and cross-site scripting and improved backend reliability and database performance.
- Integrated API documentation and prototyping tools to accelerate developer onboarding and API adoption.

PROJECTS

Distributed Vending System Simulation

Designed and developed a concurrent distributed system simulation in µC++ focusing on synchronization, concurrency control, and inter-task communication.

Real-Time Operating System (RTOS) Implementation

Co-designed and implemented an RTOS for the Keil MCB1700 development board in C, with task scheduling, interrupt handling, and deterministic timing.


Event-Driven Graphical Card Game Application

Developed a GUI card game using C++, gtkmm, and X11 with event-driven architecture, game logic, and user interaction handling.

SUMMARY

Senior Software Engineer with 8+ years of experience specializing in backend development using Java. Proven track record designing and developing scalable microservices, REST and gRPC APIs, and distributed systems on AWS. Strong expertise in databases (PostgreSQL, MySQL), caching (Redis), containerization (Docker, Kubernetes), and CI/CD (Jenkins, Azure DevOps). Committed to building reliable, maintainable systems that support business growth and engineering excellence.

EDUCATION



Bachelor of Software Engineering (BSE)

University of Waterloo

2011 - 2017 Waterloo, Canada

- Honours, Co-Operative Program

SKILLS

Application Development & APIs

Java C# Python C++ C

JavaScript SQL Spring Boot Node.js

ASP.NET MVC REST gRPC Swagger

Microservices JUnit Postman jQuery

Bootstrap HTML CSS AJAX

Data, Messaging & Backend Infrastructure

PostgreSQL MySQL SQL Server

DynamoDB Couchbase Redis

Elasticsearch Temporal Kafka

Cloud, DevOps & Engineering Operations

AWS EC2 S3 Docker Kubernetes

Jenkins Azure DevOps Maven Gradle

JFrog Artifactory Tomcat Git GitHub

Bitbucket SmartFoxServer Jira

Confluence Grafana Loki Tableau