Guy Davidson

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Qualifications

Over eight years of software engineering experience building products in Python (including TensorFlow, Keras, and Numpy), Java, C, R, and JavaScript.

I get things done. Experienced and proficient in debugging difficult issues, learning new codebases and technologies, and working through and around limitations.

Interested in computational cognitive science research, the interplay between human and machine learning: intrigued by computational modeling of human inference processes, and passionate about developing human-driven machine learning models (Bayesian / NLP / RL).

Aidoc Medical - Research Engineer

Tel Aviv, Israel

05/2017-11/2017

Implementing research-supporting tools in Azure cloud environment to facilitate and expedite deep learning experimentation, reducing idea-to-experiment turnaround from hours to minutes.

Reviewed literature and explored deep learning frameworks supporting asynchronous distributed training, performed experiments and cost-benefit analysis leading to prioritize development of aforementioned tools over asynchronous model training.

Amazon Prime Air - SDE Intern

Seattle, WA

05/2016-08/2016

Implemented binary image loading solution for a proprietary platform, written in C and assembly. Contributed to serialization code-generation library used in multiple projects in the Prime Air organization.

Minerva Project - SDE Intern

San Francisco, CA 01/2016-05/2016

Designed and delivered overhaul of invoicing system to allow for improved flexibility, history tracking, and increased robustness, in a Python / Django / MySQL web-stack.

Experience

SimilarWeb - Software Engineer

Tel Aviv, Israel

06/2015-09/2015

Responsible for integrating our products with external partners, and debugging and solving multiple difficult production faults, in Node.JS environments, Objective-C, and Python.

Example: Debugging production-blocking undocumented incompatibility between client HTTP data and User-Agents, and producing a rapid yet sustainable hotfix.

Israel Defense Forces intelligence branch –

Team leader, training instructor, software engineer

Israel

2008-2014

Leader of team responsible for developing tools and software to enhance production capabilities and help analyze and solve various issues. Grew the team from four members to twelve.

Personal responsibilities included programming and debugging, managing and guiding projects, and training and mentoring team members. Developed in Python and Java, both desktop applications and research frameworks, including hotfixes for critical needs.

Example: understanding consequences of changes in raw data and adapting production capabilities, allowing for critical changes to take place in other infrastructure projects.

Minerva Schools

San Francisco, CA

2015-Present

Education

Working on B.Sc. in computational sciences, concentrating in computer science and statistics. GPA: 4.0/4.0.

Palo Alto High School

Palo Alto, CA

2005-2008

Skills and Interests

Native in English and Hebrew, proficient in Spanish.

Avid Ultimate Frisbee player (member of the Israeli national men's team).