

Aviv Kandabi

Software Developer

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Experienced Software Programmer, with a passion for learning new and interesting technologies. I enjoy being challenged with engaging projects that require me to think outside of the box to find innovative solutions.

Work Experience

Software Developer

Freelance

03/2020 – Present

Achievements/Tasks:

- Developed machine learning based object detectors, able to detect people, vehicles, animals and many different types of complex objects.
- Developed an Augmented Reality drone video game, where the player is able to control a real drone and use it to fire virtual weapons.
- Technologies: C++, C#, Python, OpenCv library for Computer Vision, Unity Game Engine for mobile devices.

Fullstack Developer

Slash Apps

10/2016 – 03/2018

Achievements/Tasks:

- Developed web based applications that have been used by a significant amount of users. Constructed the applications server and client side.
- Technologies: C#, JavaScript, .NET, Sql Server, jQuery.

Personal Projects

OpenFTP

- Developed an open-source software for transferring large files between computers through the internet in a secure and fast manner.
- Written in C++, using the Qt Framework for UI, alongside OpenSSL for secure network encryption.

Pixel Physics Simulation

- Developed an engaging particle physics simulation, simulating how water and sand interact with each other.
- Written in C++.

Education

John Bryce

Preparation for .NET programmers for Web and Desktop applications

04/2016 – 08/2018

Skills

C++ C# .NET Python

JavaScript Unity Git

Qt-Framework Web-Dev

Game-Dev Mobile-Dev

Languages

Hebrew ● ● ● ● ●

English ● ● ● ● ●

Spanish ● ● ● ● ●

Interests

Game Development

Physics Programming

Network Security

Drone Software Development

Web Development