Limor Agam

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the short

▼ scroll down for more details

summary

Would love a riveting Front End/Web/UI/UX position in an eximious company with sublime people in nonpareil location and copacetic salary.
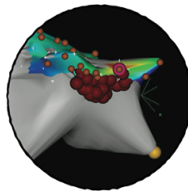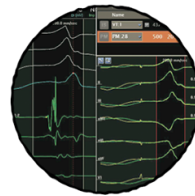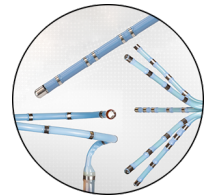
highlights

Plugin: Reel ADT, Waves

Plugin: Scheps-73, Waves

VisiTag, Biosense

PaSo, Biosense

Catheter Shaping, Biosense

places

✹ Harmonic (2015-2017): SW Engineer

✹ Waves (2013-2015): SW Engineer

✹ Biosense (2007-2013): SW Engineer

✹ Gilian (2000-2001): GUI Developer

✹ Yellow Pages (1997-2000): Web Developer and Designer

✹ Aquanet (1996-1997): Web Developer and Designer

✹ Carta (1992-1995): Graphic Designer

skills

✹ Will befriend any tool or language to get a job done. Mother tongue is C++. On friendly terms with Java, Angular, HTML, CSS, JS. Acquaintance with C#, Python.

✹ Communication. In Hebrew and English, spoken and written.

✹ People person. Love working in a team.

✹ Learning. Never enough of it.

education

✹ Msc in Biomedical Engineering (Tel Aviv University, 2004-2007)

✹ Bsc in Computer Science (Bar Ilan University, 1998-2001)

✹ Graphic Design and Photography (Bezalel, 1988-1992)

the long

experience

Harmonic: Software Engineer, Prosteam Team (2015-2017)

My work at Harmonic started out in the video streaming teams, mostly at the logic level of the application, working on both Tilera and Linux systems in C++. Later, I was assigned to design and implement a brand new UI testing interface, to be used by the company's testing department.

* Writing APIs which would be simple to use for QA test writers.
* Systematic access to all parts of complex UI system.
* Developing environment is in Java, incorporating Selenium Framework and based on Junit.
* Self-tutoring and close team work.

Waves Audio: Software Engineer, Plug-Ins Team (2013-2015)

In Waves Audio, I started out as part of the Plug-Ins team, creating new plug-ins utilizing the existing infrastructure for plug-ins, and designing new features where the infrastructure fell short of requirements. I gradually moved deeper into the infrastructure, adding new capabilities and improvements.

* Cross-platform work (Windows, Mac).
* New feature design and implementation.
* Most code is written in C++; knowledge, understanding and implementation of scripting (perl, python) is required.
* Hands-on and problem-solving capabilities are essential.

Biosense Webster: Software Engineer (2007-2013)

My journey at Biosense started in the Algorithm team, after which I moved into an expanded role within a project team. Most of my work was in an OO C++ environment and involved a lot of teamwork.

* Incorporating a large number of complex algorithms into one smooth efficient core unit, implementation of algorithms, integration with hardware. Detailed knowledge of algorithms was required.
* Feature design.
* UI and underlying logic using WPF and C# (mostly during the last year).
* Responsibility for team feature implementation and delivery.
* Implementation of data transport, calculations and logic.
* Test Unit design and implementation.
* Involvement in requirement development.

Gilian Technologies (aka Breach Security, aka Trustwave): GUI Developer (2000-2001)

In this position, I was part of the Client Side Application team.

* Integration and implementation of UI modules, relying on my background of Graphic Design and Usability.
* Design and implementation of a Utility prototype that displays information in graphic format.
* Requirement development and design.
* Programming in C++ and MFC.

Yellow Pages (aka Zap): Web Developer and Designer (1997-2000)

Production of commercial web sites.

- ☀ Defining customer requirements and concepts.
- ☀ Strategic planning.
- ☀ Implementation of websites including graphic design, HTML, JavaScript and integration of multimedia objects.

Aquanet: Web Developer and Designer (1996-1997)

- ☀ Independent work, including self-tutoring of new software.
- ☀ Responsibility for company homepage.
- ☀ Graphic design and functionality of customer websites.

Carta Publishers: Graphic Designer (1992-1995)

- ☀ Conception and design of various books, especially prestigious albums. Very often decisions were made independently; at other times close collaboration with authors was required.
- ☀ Collection of information and visual material for books.
- ☀ Supervision of montage and printing.
- ☀ Illustrations and map drawing.
- ☀ Preparation for print.

IDF (1986-1988)

- ☀ Rapid English/Hebrew translation for decision makers. High accuracy and integrity were required.

education

2007-2013 (Biosense)

WPF, Effective C++ and STL, Mathematica, Parallel Programming, Requirement Definitions

MSc: Biomedical Engineering (Tel Aviv University, 2004-2007)

Thesis: Development of a series of algorithms to calculate in real-time and analyze deep tissue stresses in patients confined to a wheelchair, in order to avoid pressure ulcers. Results, including stress distribution maps, peak graphs and others, are displayed in real-time. The project was piloted on Matlab and developed in C++ and MFC. Clinical experiments were conducted. Graduated with honors.

Complementary Engineering Courses (Tel Aviv University, 2002-2004)

BSc: Computer Science (Bar Ilan University, 1998-2001)

Graduated with honors. Final project: A GUI system for a voice recognition program, using Java and a DB.

Graphic Design and Photography (Bezalel, Academy of Art and Design, 1988-1992)

life

- ☀ Spending time with family
- ☀ Illustration and words
- ☀ Physical fitness, swimming, trekking
- ☀ Singing