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|  |  | summary Seeking a challenging position where I can contribute by utilizing my programming and engineering skills, as well as get exposed to new challenges. Main areas of interest include: embedded, firmware, DSP and application. Highly self motivated, adaptable and determined individual, sociable personality, strong interpersonal skills, multi cultural experience, and a drive to learn and succeed. |
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|  |  | ExperienceFounder, Hardware and Software Engineer, one7T1 2016 – 2017 Development of a multimedia musical-visual instrument with built-in interactive lighting system. Lead the specification efforts, design and debug of the complete product. Demo video can be found at: <https://youtu.be/904Pp1q3OKI> Course Instructor, Wedea, COLMAN 2016 – 2017 Music Technology course instructor at College of Management in Rishon LeZiyon, specializing in embedded systems. Link to description can be found at: <https://www.colman.ac.il/MusicTech> Laboratory Instructor, Electronics, University of York, England 2014 – 2015 Acoustics and Psychoacoustics, Audio Computing and Core Skills, Interfaces for Audio Interaction, Recording Studio Techniques, Electronic Musical Interfacing, iOS programming Research Student, SIPL, Technion Summer 2011 Produced a MATLAB implementation of musical pitch prediction from component frequency ratios IDF 2002 – 2005 National service in the IDF as a sergeant in the Artillery corps |
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|  |  | EducationExperis KickStart 2017 - 2018 6-month intensive programming course including: C, C++, low level, multi-threading, multi-cores, synchronization for Real-Time/Embedded systems, advanced C, operating systems, inter-process communication, multi-tasking, object oriented design, networking, TCP/IP, data structures and algorithms, advanced C++, STL, generic programming MSc in Electronic Engineering, University of York, England 2014 - 2016 Thesis title: “Analysis and Synthesis of the Handpan Sound” BEng in Electronic Engineering, University of York, England 2009 - 2013 Received a first class honors degree and the RAE prize for the best Music Technology student. Final project involved development of the electronic handpan, using piezoelectric, capacitive sensors and an Arduino development board |
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