# Daniel Tzafrir

Machine Learning Engineer

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## About me

Software developer with strong technological skills.
In-depth knowledge of various development languages (**Python, Java, C++, C#,** etc.), working in an Agile environment. Strong technical expertise, knowledgeable in AI (ML), analytical, and have a creative mindset.

## Professional Experience

### Freelance Unity developer

Aug 2021 - Present

"[Daxi](#)" and "[Bigum](#)" Mobile Games Application Development Project. The games go up to the store these days. I developed 2D applications for mobile games under a Unity engine. I collaborated with an experienced UI/UX designer, received all design mockups in Figma, and integrated them in Unity.
In "Daxi", the goal is to pass obstacles and complete tasks.
In "Bigum", you play against each other from the same phone.

### Head Technician, IDF Network Offensive Gathering Center, Tze'elim (Permanent military service)

2018 - 2019

Lead the integration of various military systems, such as digital land army systems in armored personnel carriers and artillery tools, and operated the computerized "Elbit Systems" simulator.
Exhibited vast technical abilities, coordinating with senior-level officers, as well as training military personnel.

## Practical Experience

### AI model for Generator Longevity (Final Project, Ariel University)

[The Final Project](#), conducted in collaboration with the IDF (Israeli Defense Forces), focuses on predictive maintenance for generators, integrating advanced AI algorithms and audio sensor technology. A robust machine learning model was developed to accurately predict the remaining lifespan of generators. This project showcases expertise in data analysis and AI implementation, highlighting innovative capabilities in critical industrial applications. We used the tensorflow library. The work is carried out in a Google Collab work environment.

## Education

**2020 - 2023:** B.Sc. Degree in **Computer Science & Mathematics** at Ariel University.
**2008 - 2014:** Highschool diploma (Bagrut) – Major in Physics, **5 units in Mathematics and English**.

## Professional skills and tools

C++ | C# | Java | Python | AI | Object Oriented Programming | SQL | Linux | GitHub |  Wireshark | Unity | Figma | Jira.

## Languages

Hebrew: Native Speaker  •  English: Fluent