

Michal Erlich
Software engineer

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A software engineer with analytical, logical thinking, and a strong creative ability. Self-learner with a motivation for continuous learning and advancement. Responsible and thorough with excellent interpersonal skills, high work ethic, self-discipline, and ability to meet deadlines.

Experience:

Internship Program – Mobileye

Security Camera Project: Developed a Linux-based camera that sends images to a Windows backend server using Raspberry Pi. Utilized C++ for Cross-Platform development, network communication with gRPC, camera-side wrapping with Docker, and image recognition using the YOLOv5 model. Intensive use of libraries such as C, project logging with the spdlog library, and data storage in a sqlite3 database. Created a user-friendly GUI using QT and implemented unit tests with the catch2 library. Required extensive self-learning, material research, and teamwork.

Image Processing: Project in C++ Independently implemented the OpenCV library, incorporating unit tests.

Chord Conversion System: Developed a system that provides chords and lyrics for songs, allowing users to change scales and providing easy-to-play chords. Implemented in C# using the Axios library in a .NET Core, React, SQL Server environment.

DelishEats Project: Implemented a store using Node.js

Education:

2023-2024 Initiated studies in Introduction to Artificial Intelligence in Python.

2023 Leading a team at a bootcamp on behalf of KamaTeck in collaboration with Mobileye.

2021-2023 Bachelor of Software Engineering studies at Maa't by the Rishon Zion College with an average grade of 98%.

2018-2021 Art and Design studies, focusing on creating a children's game emphasizing innovative and aesthetically pleasing design.

2019-2023 Youth education training at an elementary school, including private tutoring in mathematics and English and mentoring students with special needs.

Professional Skills:

Programming Languages: C, C++, C#, Python, Node.js, Java, XML

Web Development: CSS3, HTML5, JavaScript, TypeScript, PHP, React

Development Environments: SQLite3, SQL Server, Visual Studio, Visual Studio Code, NetBeans, IntelliJ, PyCharm

Operating Systems: Windows, Linux

Tools: Postman, Git, GitHub

Graphic Design Software: Photoshop, Illustrator

Further Learning: Operating System Principles and Design, Data Structures, Algorithms, Spoken and Business English, Computer Architecture, Statistics and Probability, Business Intelligence

Ultra code program: Digital Systems course alongside Open University, Mathematics review 5 units, Data Structures, and Algorithms from Tel Aviv University, Operating Systems course from Tel Aviv University.

Languages: Hebrew – Native English – Proficient

References available upon request