Stav Rones

stav.rones@gmail.com | (617) 981 5733 | 283 Stratford St, Boston, MA 02132

EDUCATION

Northeastern University | Boston, MA *Sep 2017 - Jun 2022*

M.S. in Computer Engineering: *Machine Learning, Computer Vision, and Algorithms* GPA: 3.56

Relevant Courses: ML, CV, High-Performance Computing, Statistical Inference, Combinatorial Optimization, Data Visualization, Simulation & Performance Eval.

B.S. in Computer Engineering GPA: 3.56

Relevant Courses: OOD, Relational Database, Algorithms, Probability, Networks, Digital Design & Computer Organization, Embedded Design, Cybersecurity

SKILLS

Languages: Swift, Python, JS, Java, Bash, C++, SQL, Dart, Hebrew (Conversational)

Frameworks: Git, iOS, Firebase, Matlab, Android, Flutter

ENGINEERING EXPERIENCE

Reach **Boston, MA**

Co-Founder & Sole Developer *Jun 2021 - Present*

• Designed, built, and launched an event based social network platform for iOS (Swift)

• Utilized Firebase BaaS for DB, authentication, storage, and cloud functions (Node.js)

• Accepted into Northeastern IDEA startup accelerator and Start-up Worcester Program

• https://www.reachevents.social/

Northeastern W.M Keck Laboratory for Integrated Ferroics **Boston, MA**

Software Engineering Co-op *Jun 2020 - Dec 2020*

• Developed the Android mobile interface for a novel handheld Covid-19 breathalyzer (Java)

• Programmed the embedded ESP-32 microcontrollers to communicate over Bluetooth (C++)

• Integrated ML algorithms to classify sensor results and diagnose sars-cov-2

• Led a small team of software engineers from inception to publication

Textron Weapon and Sensor Systems **Wilmington, MA**

Software Engineering Co-op *Jun 2019 - Dec 2019*

• Created an interactive map application for Windows using C# in Visual Studio

• Programmed a Matlab GUI system to improve manual data marking efficiency for ML training

• Implemented and administered a wireless network of time synced Linux microprocessors for datalogging

• Scripted a C++ program to collect data from various communication protocols on a Linux microprocessor

• Analyzed and visually presented data using Matlab and Python

Northeastern Rehabilitation Games and Virtual Reality Lab **Boston, MA**

Research Assistant *Sep 2017- Dec 2017*

• Designed and generated a “Guitar Hero” style pattern sequence video game in Unity3D to study the learning process in children with learning disabilities

• Coded object movement, sequence generator, game UI, and data logging using C#

• Achieved a working prototype of the project goal in three months with an undergraduate co-worker

INTERESTS

• Passionate about startups, entrepreneurship, and real estate (former licensed agent)

• Enjoy exercising, playing guitar and piano, and producing tracks in FL Studio