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| ­­Yahel Nachum  [yahelnachum@yahoo.com](mailto:yahelnachum@yahoo.com)  <https://www.linkedin.com/in/yahelnachum> | | 135 Northgate Road  Northborough, MA 01532  508-283-0929 | |
| **Education:** | Worcester Polytechnic Institute (WPI), Worcester MA  **Bachelor of Science** **in** **Computer Science**  **Bachelor of Science in Interactive Media And Game** **Development** | | May 2017  GPA 3.81 |
| **Skills:** | **Languages** – Java, C++, C, C#, HTML, CSS, Javascript, Node.js, Batch & Bash Scripting  **CAD Programs** – Maya, 3ds Max, Blender  **Programs** – Eclipse, Microsoft Visual Studio, GitHub, Source Tree, Adobe Creative Suite, Microsoft Office | | |
| **Related Courses:** | Software Engineering, Computer Graphics, Operating Systems, Systems Programming Concepts, Introduction to Artificial Intelligence, Algorithms, Foundations of Computer Science, Webware: Computational Technology For Network Information Systems, Human-Computer Interaction, Object-Oriented Design Concept. | | |
| **Experience:** | **Artificial Intelligence Agent** – WPIOctober 2015  **Software Engineer**   * Implemented an agent that uses temporal difference reinforcement learning. * Created a visual graphics engine to display progress and results of the agent. * Documented software development of agent.   **EMC Intern** –Hopkinton MA May 2015 to Aug 2015  **Associate Software Engineer**  and May 2014 to Aug 2014   * **Windows Autoserver System**   + Automated installation and testing of EMC’s NetWorker on Windows.   + Wrote batch and bash scripts for operating the system.   + Documented information about system for easy administration. * **Virtual Machine Backup System**    + Constructed virtual machine backup system using EMC NetWorker.   + Documented system and provided step by step instructions for administration.   + Created batch scripts to automate backup notifications and log files. * **Other Responsibilities** * Configured and standardized automated build machines. * Made a concept wiki, in order to show features and benefits. * Found a workaround for a bug, and explained how to go about fixing it. * Set up virtual machines for other employees.   **Sixes Wild (Game)** – WPI Mar 2015 to May 2015  **Software / QA Engineer**   * Implemented the utility classes to help parse from and to XML files and to help unit test the GUI through an automated graphical controller. * Designed and programmed the window for the level builder. * Followed an iterative development plan so that program would always be runnable.   **Apple’s Demise (Game)** – WPI Aug 2014 to Oct 2014  **Lead Technical Engineer**   * Produced all animations using Photoshop and Ren’Py. * Finalized all image assets with Photoshop. * Edited audio assets to ensure uniform dynamic range. | | |
| **Activities:** | Cross Country, Swimming, Ultimate Frisbee Club, Concert Band | | |