

DAVIDENKO ISRAEL

SUMMARY OF QUALIFICATIONS

- C, C++, Objective-C, Java, SystemC, ARM assembler.
- Device drivers developing on Linux.
- SW/HW bringup/integration PCIe, SPI, GPIO, i2C, UART.
- Android BSP / ROM developing.
- Windows developing Win32 API.
- Multi-threading and multi-core systems.
- Multi-platform environment including iOS, Android and Windows.
- Strong understanding of the Android Runtime Architecture
- Developer / expert in Android Core OS & Customized Android Rom.
- Experience in reverse engineering and exploit development.
- Development on multiple environments: PC chip emulations, Validation boards, FPGA board.
- Work closely with system, HW/ASIC teams.
- Work on FW/HW debug issues utilizing logic analyzers, scope and other lab tools. • Bring-ups of various platforms.
- Low Level developing/debugging on Windows / OSX / iOS / Android / RTOS (Nucleus / ThreadX / Zephyr).
- Internals developments experience on various platforms (Windows, Linux, OSX, iOS, Android).
- OSX/iOS security developing.
- Android NDK.
- Client/Server developing (Networking protocols).
- SoftICE, IDA.
- Code Optimisation/Efficiency.
- Code injection, API Hooking, Swizzling.
- Developing applications for iPhone and Android platforms.
- Cocos2d (Objective-C version), Cocos2dx, AndEngine, libGDX, Box2d, Lua.
- Arduino.

Current - Intel Software Engineer GNSS division

- OSX development (user space C++ , GCD) and OS Internals. SW/HW bringup/integration PCIe, SPI, GPIO, i2C, UART. RTOS development (ThreadX and Zephyr OS). Linux / Android BSP development (user space and kernel space PCIe driver). Windows (user space and kernel space PCIe driver) deep knowledge of Win System API, system Internals. C++ SystemC simulation.

10/2006 – 06/2014 Marvell (DSPG) Embedded Software Engineer
Cellular Handheld Division which was acquired from Intel

- Linux kernel drivers.
- Linux kernel low level debugging.
- Experience working on the Android operating system (Android internals).
- Android HAL integration and deployment.
- Developing Audio subsystem for Android BSP (Linux kernel and Android HAL & User land).
- Developing Shared memory IPC subsystem for dual CPU (App-Com interface on (RTOS, Linux kernel and Android user space)) for Android/WinCE/Nucleus platforms.

10/2004 – 10/2006 Intel (DSPG) Embedded Software Engineer
Cellular Handheld Group, which has been acquired by Marvel

- Writing and debugging various Device Drivers for Android/WinCE and Nucleus BSP on Applications/communication processors.
- Developing the Embedded performance data collector for 3 core Intel CPU (XScale/ARM/DSP) that running on Nucleus RTOS, WinCE and Windows PC Host.

2001 – 10/2004 Emblaze Sr Programmer
AlphaCell/E-Sys

- Developing Device Drivers and BSP for Windows CE platform (ARM920T based board – AlphaCell Mobile Phone).
- Working with hardware (ISR, IO, HW initialization, OEM adaptation layer (OAL)).
- Developing embedded applications for the various mobile platforms such as: Embedded Linux, Symbian OS, WinCE/PocketPC, Palm (based on Motorola 68K and ARM (PalmOs 5) processors).

99 - 2001 Amarillus Sr Programmer.

- Writing network engines to derive the artificial intelligence modules in a distributed server farm. The servers are part of an Internet ASP (application server provider) architecture for WinNT, Linux (x86 and PowePC editions) platforms.
- Writing the server farm and client application is using C++, STL on Linux and NT platforms over TCP/IP.
- Working with MySQL and Microsoft SQL databases.
- Writing Management Tools.

1998 – 1999 TTR . Software Engineer.

- Writing Software/Hardware based copy protections solutions for CD.
- Kernel level programming and debugging.
- Writing device drivers for NT and Win9x platforms.
- Reverse engineering.

Feb 97 – 1998 Check Point. Software Engineer.

- Writing parts of FireWall product using C and C++ on Unix.

EDUCATION

- **Computer Science Department of Bar-Ilan University**, Israel (1995 - 1998).
- **Advanced C++ for Embedded/RT Programmers** 2002 Sela.
- **COM/DCOM** – Hi-Tech college 2000.
- ARM Phenix - 2006

REFERENCES

Excellent references and recognitions available upon request.

To check my games and apps, please search in "Apple store" or "Goolge Play" for "PojaSoft" apps.

<http://www.pojasoft.com>