

Nativ Levy

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Profile:

- BSc Computer science from Ben-Gurion University.
- Social Platforms: [Stack Overflow](#), [Linkedin](#), [Github](#)
- Expert Mobile Developer - I knowledgeable both on Android and on iOS and have years of experience in each platform.
- Windows, OSX and Linux environments.
- IDEAs – Eclipse, IntelliJ, Android Studio, xCode and Visual Studio.
- Diligent and responsible, high auto deducting abilities of new fields and technologies.
- Great Interpersonal skills.

About Myself:

I am a senior mobile developer with a team-leading experience.

During my career, I've developed and designed many products from scratch using agile programming methodologies.

In the recent couple of years, I've developed iOS and Android innovative apps. The core technologies, apart from native mobile, in my arsenal is Augmented Reality and Artificial intelligence.

Working Experience:

Trex Retail - Mobile Innovation lead developer (2015 - current)

- I'm the lead and only developer of multiple iOS AR app. Some of them are:
 - Indoor navigation solution(SLAM).
 - Data collection using CoreML neural nets and AR.
 - Identifying and enriching restaurants menus.
- As Innovation dev lead I constantly develop and research about new technologies & companies in the field of AR and AI.
- I imported the main Android project back from an outsourcing company. During that process I helped to establish a new Android team - I interviewed and later on tutored the candidates into the new team. All while being hands-on on the project.

Pipl.cool - Cofounder / CTO (2016 - 2018)

Pipl is a social network where people can engage noises-free.

I've developed both the Android app and the backend(AWS).

The Android app was designed with the latest tech stack - MVVM pattern, RXJava, and Kotlin. Later on, I added the Android Architecture Components.

[Link to medium.](#)

Mobli – Developer & Team Leader (2012 - 2015):

Role 1: I've built the Mobli Android app as a key player at a small team of 2 developers.

Role 2: Later I've got promoted to Team Lead a new app called 'Mirage', I've developed Mobli Mirage and Yo from scratch.

Role 3: Backend developer of Eyein. I played a key role in building a distributed multi-services backend using the latest technologies at that point - Play framework, Scala, Akka elastic search, Kafka and more.

My work at Mobli demanded high self-learning skills, motivation and capability to create a fast and efficient application.

More skills I've developed at Mobli were to constantly learn new technologies and libraries, and how to integrate them into our products.

Areas of expertise are async procedures, networking, data and cache managers, and building great UI, OpenGL, NDK and FFmpeg (image & video processing).

As a team leader, I'm working closely with the product team in order to help design a successful app that stands in Google's standards, translate product stories into doable dev tasks, and managing the whole dev process using scrum tools.

Sansa Security, ARM – embedded, C and C++. (2011-2012 , 1 year and 6 months):

Implementing cryptographic algorithms – ECMQV, ECIES, AES CBC according to ISO and ANSI standards. During the time there I expended mathematical third-party product and implemented the algorithms with great respect for both Software and Hardware.

Education

1. 2008-2010: B.Sc in Computer Science – Ben-Gurion University, Be'er-Sheva
2. 2011: Linux Course – Sela Collage
3. 2003: Network Manager – "Nasi Technologies College" + International certificate from Microsoft

Unrelated Volunteer Work

2011: Volunteer at Mihmoret Sea Turtle Rescue Center - Working at the Rescue Center included daily follow-up and feeding, washing and helping the medical recovery of every turtle.