

GOLDRING AZRIEL

SUMMARY OF QUALIFICATIONS

Architect and developer with significant expertise in Linux, embedded and real time systems. Very good system overview and deep technical understanding of complex systems, Strong technical skills as well as hands-on experience and excellent understanding of products life cycle.

Providing high quality end to end solutions

Independent and fast learner

Ability to lead and motivate

Strong knowledge in C, scripting (shell, bash, etc.), and C++.

Strong knowledge of Linux and its facilities

Strong System and Design abilities

Strong analytical and problem solving abilities

Excellent Experience in Real Time embedded, Cyber infrastructure, Multi-threading and multi-core systems.

Excellent Experience in network programming and protocols (TCP/IP, UDP, 802.11).

Code Optimization/Efficiency.

Work closely with system and hardware teams.

CARREER OVERVIEW

June 2019 – Software Architect

SW architect for complex software systems. Analysis, design and build of software architecture according to costumers requirements and best practice.

January 2016 - Sigmabit, Technical Leadership & Development

- Responsible of end-to-end development related to Cyber RF Sigmabit products/systems.
- Responsible for development lifecycl quality mangment.
- Technical focal point for RT/embedded , Linux, c, c++.

January 2015 - 2016 Elbit, Professional Development

Create Cyber system infrastructure

May 2008 - 2014 Comverse, Real time SW engineer in DSP team

Real time SW engineer in Comverse DSP team. The team develops DSP and digital trunk interface board SW and media processing solutions which serve as infrastructure to Comverse products.

Develop and support:

Host (Linux C/C++, Kernel Drivers) and on-board SW. New architecture and application to enable the DSP and digital trunk interface board to serve as a Termination Board for E1/T1 networks.

- Linux kernel drivers.
- Linux kernel low level debugging.
- Multi-threaded

2003 - 2008 Comverse, R&D Team leader and Component Manager

Media Access Adapter design and development

Environment: Linux, C/C++, OOD, XML, SNMP, Apache Modules.

Description: Media Access Adapter – OO design and development based on C/C++ and XML techs.

Internal threads messaging Infrastructure design and development

Internal Protocol design and development with best performance and load

as development team leader:

- Leading 4 team members
- Full technical and managerial responsibility for all team developments
- Managing and leading of multi-interface projects, responsibility for planning and monitoring development plan, quality assurance
- Providing technical support and advice for other teams, management of support team for problems in test labs and in the field

2001 - 2002 Comverse, R&D Team leader

Generic VoiceMail Development Team Leader and System Support.

The work included analysis of load problems in the RMX RT operating system. Design and implement real solutions by infrastructure and system internals and low level development.

- Leading 3 team members

2000 Comverse, Software Engineer

Unified Messageing team

C++ on windows NT environment, HTTP & SMTP protocols. Infrastructure for the project.

1998 -1999 Comverse, Software Engineer

VoiceMail projects team.

C on RMX RT OS, writing voicemail features according to customer requirements.

EDUCATION

- **Computer Science Department of Bar-Ilan University**, Israel (1996 - 1998).
- **Advanced C++ for Embedded/RT Programmers** 2001 Sela.
- **Advanced Unix Programming** 2000 Sela
- **C++ Implementation of Design Patterns** 2000 Sela

REFERENCES

Excellent references and recognitions available upon request.