

Alon Stein

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Summary of Qualification

Professional software developer for 19 years, an expert in C++, well familiar with the new C++ standard (C++17), has excellent knowledge and experience in designing and developing software on Linux, Windows and mobile systems, using object oriented methodologies (OOD/OOP).

Skills:

- C++ expert, well experienced with new features in C++11/14/17, STL, Boost, C++ Templates
- High performance, real time, multithreaded, scalable and distributed algorithms development
- Generic infrastructures development
- Linux server development, well familiar with Linux OS
- Python applications development using object oriented methodologies
- Mobile devices, Android and other embedded systems development
- Experience in C
- Focus on high quality, writing automation and unit tests as part of any development
- High self-learning abilities, very good interpersonal skills and ability to work in a team

Professional Experience

2014-present RADCOM , expert C++ software developer

Designed and developed infrastructure libraries and application, for networking data processing, running on Linux server. Support real time processing in high traffic load, focus on high performance and memory consumption optimizations, implementing in C++.

Main developments:

- Distributed generic containers and generic pools, infrastructures used for developing various distributed algorithms
- Distributed algorithms for networking data protocols correlation
- Persistent Sender service, a multithread load balancer, using the SSH2 open source library (SFTP), enables to send high load in memory data records to network nodes.
- Additional C++ developments such as IPC Gateway, data record filtering using SQLite, MemSQL writer wrapper, Reloadable Proxy generic class, Generic class factory.
- 'Upgrader tool' in Python, provide reliable and simple method to perform configuration files upgrade (e.g. XML, Json) on production server, to ensure customer configuration changes will be merged to new files version.

2007-2014 Samsung , C++ senior software developer

- Designed and developed cross platform infrastructure in C++ for various mobile OS. Developed template containers, generic UI controls/modules such as UI layouts, Resource Manager and EGL wrapper
- Designed and developed SDK/GUI tool that enables Samsung developers' rapid application development for Samsung T.V. Languages: C++ and C++/CLI
- Designed and developed a generic system for 3D UI rapid mobile application development and integrated it to various mobile devices/OS such as Android and Embedded OS (BADA, SHP). Languages C++, JNI and JAVA

2005-2007

Nuance, software developer in application team

- Designed and developed application and modules in C/C++ oriented to speech recognition targeted for mobile devices
 - Developed speech recognition apps for MotorolaQ device on top windows mobile OS and for Motorola Razr on top BREW OS
 - Developed integration layer enabling rapid application integration to the speech engine
 - Developed CODEC using DMO (DirectX Media Object) for converting audio format in RT
- Developed PC simulator speech recognition/TTS (Text to speech) application in C++ using WIN32 API and MFC

2000-2005

ART, RT-Embedded SW developer, Professional Services

- Developed ASR (automatic speech recognition) modules on top RT-Embedded OS (Nucleus, Vertex, AMX, REX)
- Developed audio driver for ASR software in the Motorola G20 chipset
- Developed Library-Manager module for speech data management to enhance data access and data integrity on top of different memory card architecture
- Developed internal PC tools in C/C++
- Experienced in project management and embedding speech recognition software in various target platforms

Education

1997-2000 BS in Computer Science, Academic College of Tel Aviv-Yaffo

Enrichment Courses

Design Patterns, Modern C++, Boost C++, Python

Personal Details

Languages: Hebrew, English