

CURRICULUM VITAE

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Professional skills

- Programming languages: C, C++, C#, Python, MATLAB
- Object Oriented Design, Test Driven coding
- IDE: Visual Studio, XCode, Eclipse, Sublime
- Cross compilation: CMake, Make,
- Source Code management: Git, Jira, GitHub
- Math fluency: Can read and implement research papers.
- Development of tools and algorithms, mainly for 3D, computer graphics and visualization.
- Libraries and frameworks: OpenGL, DirectX, OpenGL ES, VTK, GLSL, Hlsl, Cuda, Nvidia Optix
- OS: Linux ,Windows ,OS X ,Android ,iOS
- Other: Unreal Engine, Unity 3D, Apple SceneKit, Nvidia Scenix advanced scene graph, Adobe After effects plugin SDK, Adobe Photo Shop Scripting / plugin, Blender
- Platforms: Sony PS4, Windows, Mac, Embedded

Job Experience

- **2017 – Current:** SW Developer, General Motors
 - Embedded graphics benchmarking
 - Augmented Reality Graphics Applications developer
 - Vehicle Simulation
- **2016 - 2017:** Senior C++ SW Engineer, Intel FreeD
 - 3D computer Graphics: Engine Architecture, Physics, Rendering

- low level RnD
- Independent development
- **2015: Senior SW Engineer, Mobile Start Up @ MentalCanvas**
 - 2.5D Computer Graphics
 - Planning and Executing the technical or creative goals.
 - Rigorous Time lines
- **2013 - 2014: Senior C++ SW Engineer, GPU specialist @ Idomoo**
Specializing in Image processing Effects for visually cinematic and highly benchmarked algorithms in a innovative environment.
Graphics Researcher.
- **2011 – 2013: High Quality Rendering Engine Chief Developer @ Optitex**
Full time position.
3D Computer Graphics Researcher.
Real Time & photorealistic Rendering Engine.
 - High Quality Rendering Engine (Released),Development of new and advanced infrastructure.
 - Development of photorealistic effects using DirectX , OpenGL , CgFx ,Optix Ray tracing
 - Product overseeing to meet customer needs.
 - Creative GPU benchmarking to meet real-time requirements.
 - Productive and innovative Research.
 - Gaming community

Education

- **2009-2010:** Master supplementary courses, with emphasis on Computer Graphics at *the Hebrew University of Jerusalem*.
- **2002 – 2006:** B.Sc. in Mathematics and Computer Science at *the Hebrew University of Jerusalem*.

Major academic projects

- Isogeometry using B-splines: laminar flow simulation in irregular annuli,
 - [/http://www.cs.huji.ac.il/labs/cad](http://www.cs.huji.ac.il/labs/cad)
 - **Python** numeric libs and visualization
 - **PyQT** for the GUI
- CG Seminar: lectured on T-spline Simplification and Local Refinement.
 - Tsplines.com
- Numerical Analysis and computations: Matlab Linear systems quick solvers.
 - **Matlab:** Iterative solvers, Preconditioning, Eigen decompositions
- Photo Realistic 3D: **OpenGL** Shaders, Ray tracer Renderer, arc ball interface.
 - **C++ OOD**

Army Service

- 1999 – 2000 IDF service: Palmahim base computing center.

Languages

- Hebrew, English, Russian.