YOSSI DANIEL

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CONFIDENTIALITY WITH REGARD TO PRESENT EMPLOYER IS REQUESTED

EDUCATION

TECHNION, ISRAEL INSTITUTE OF TECHNOLOGY 1997-2002
B.Sc. in Computer Engineering - algorithms, signal and image processing.

THE OPEN UNIVERSITY 2007-2012
M.Sc. in Computer Science (cum laude) - algorithms, signal and image processing.
Thesis - a training based algorithm for (acoustic) speaker localization in reverbrant rooms using beamforming and microphone arrays technologies.

OBJECTIVE

Looking for a leading (relocation) position that involves development, design, implementation and optimization of real-time algorithms including but not necessarily limited to signal, communications, audio, image, and video processing.

SUMMARY

Senior software and algorithm engineer with 18+ years hands-on experience in a wide range of technologies, algorithms and projects, including audio, image, video and communications. Lead and own the full cycle of algorithm productization : from an idea to a running product on real-time embedded systems, using C, C++, Matlab, assembler, DSP and multi-core platforms for such tasks. Expert in audio/signal processing and in algorithm development, implementation, simulation and optimization.

EXPERIENCE

INTEL 2015 - Present. www.intel.com

- **Software Engineer (Mar 2019-Present)** - at Intel Sports (FreeD) : lead and own the design and implementation of my team's gRpc based video processing server (AWS cloud) : coded in C++, for multi-core system.
- **Image Processing Algorithm Engineer (Mar 2018-Mar 2019)** - at Intel Camera Team : Own the global tone-mapping block (GTM) in our pipeline. Conduct benchmarking and simulations of spatial denoising filter.
- **RF-Firmware engineer (Dec 2016-Mar 2018)** - at Intel RF-Firmware Team : lead an important TX power consumption feature in the RF-FW of an LTE modem product. Work closely with internal and external teams (Germany, India, Israel), responsible for full feature cycle including implementation in C, pre-silicon validation and feature bring-up.
- **Audio/Video Innovation Team (Jan 2015-Dec 2016)** - **Audio** : research, development and implementation of an adaptive generalized-sidelobe-canceller (GSC) beamforming algorithm for audio, using an array of microphones. Own the development of an improved voice activity detection (VAD) algorithm.
  Video : research, develop and implement a POC for a joint-source-channel-coding paradigm for an encoded h264 stream over WiFi networks.

RADVISION an AVAYA Company 2011 - 2015
Senior DSP, Audio and Video Engineer *Tel-Aviv, Israel,* www.radvision.com

- Implement, maintain, improve and optimize software modules across the video processing pipeline. Key player in the real-time modules that receive the uncompressed video streams of all participants in the conference, and build their output layouts on a multi-processor DSP platform that performs various video processing stages including scaling, composing, blending and rendering for various video resolutions and rates, e.g. 1080p60, 720p30 etc...

– Design and implement a dedicated RT software module to manage the scheduling of EDMA transactions on the DSP. This module significantly improved our product capabilities.
– Own the development of audio algorithms for sample-rate conversion and packet-loss concealment. Integrated such algorithms in RADVISION's video conferencing product.

WAVES 2004 - 2011
Senior RT/Embedded/DSP and Audio Algorithm Engineer *Tel-Aviv, Israel,* www.waves.com

– Develop and implement speech and audio signal processing algorithms, including high-end audio equalizers, noise-reduction, compressors, filter-banks, acoustic echo-cancellation (AEC), and guitar multi-effects.
– Full cycle algorithm ownership : research, developmment, benchmarking and implementation for RT/Embedded DSP and multi-core platforms in C++ and assembler.

MANGODSP 2003 - 2004
Image Processing Algorithm Engineer *Jerusalem, Israel,* www.mangodsp.com

– Responsible for the development, implementation and optimization of a training based image processing algorithm for detecting visual artifacts in ceramic tiles. A two stage algorithm was developed : a statistical training stage followed by a detection stage.
– Take the algorithm from its very initial MATLAB code to a complete product on a fixed-point DSP real-time platform (TI).

NEXENSE 2002 - 2003
Algorithm Engineer *Yavne, Israel,* www.nexense.com

– Own the research and development of a signal processing algorithm for a real-time 'baby-sense' product : implemented in C++.

OPTOMIC-MICROWAVES 2000 - 2002
Software Testing *Migdal-Ha'emeq, Israel*

– Responsible for software testing of TX/RX modules within the company's product (student position).