**Sharlie Levy**

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| **Summary** | * 10+ years of software development experience * 3+ years as software engineering team lead in several projects * Strong design, architecture, and problem solving skills * Vast experience with analysis and development of customers' requirements into functional and none-functional requirement |
| **Experience & Skills** | **Languages:** JS /Typescript/ HTML / CSS / OpenGL / GLSL / C / C++ / C# / QT/  **Frameworks:** Dockers / Node / Angular / .Net ASP / QT  **OS:** Windows / VxWorks653/224,25,9 / Integrity  **DBs:** Mongo DB/ SQL Server/ MySQL  **Methodologies:** Agile / Lean |
| **Work Experience** | 5/2019 – Present – Full stack Developer   * Development of Web client application that displays video stream and webgl symbols over it. The client was developed with Angular 9+.Client communicated with several microservices that were developed around NodeJS / .Net asp. Data that was received and sent through Websocket / Rest /Kafka / SignalR / TCP . * Deployment of client and microservices as dockers in openhift. * Video and telemetric data (Stanag 4609) extraction against Magewell driver |
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|  | **5/2015 –****4/2019** *–* **Web Development && Graphics Engineer** *|* **Elbit Systems**   * Developing a web client application that allows offline definition of graphical display screens that are screened over a Pilot Head Display. WEB Client development around THREEJS.that communicates with NodeJS server /Mongo DB. * Developing C++/OpenGL engine application that generates a display according to definition. The engine supports ARINC661 avionic standard specification and is deployed for different target OS (Integrity/VxWorks 653/25, Windows). * Preparing and conducting several courses for engineers abroad. * Leveraging an existing graphic engine to work with OpenGL ES2. |
|  | **4/2007-5/2015** *-* **Software Team Lead** *|* **Elbit** **Systems**   * *Army Driving Trainer Simulator* -Leading the development of a complex system consisted of a real tank cabin located over a motion platform which allows the training of a tank driver. Development was mainly in C++ interfacing with several vendors. * *Umpire Set Prototype -*Developing over Android 4.2, java with eclipse IDE, an application for an instructor that commands a soldier harness and displays soldier location over Google map. * *Synthetic Trainer of Un manned Air Vehicle Operation-*Leading the development of a system that consisted of sensor and vehicle operator's applications which control and reflect the behavior of a simulated UAV. UAV algorithm behavior (including manual flight control) was developed in C++.The sensor instructor was developed in c# with connectivity to MS SQL through entity framework. * *CST – Command Stuff Trainer-*System engineering for 6 months and leading afterwards the development of the complex system that simulated overall training of commanders. Development of an exercise management tool was done in WPF interfacing with DVR (Ness Technologies) to record and playback computer screens. * *Live Training-*Development of a system that receives and displays over a map, soldier's locations and battlefield engagements. |
|  | **9/2000-4/2007 - Software Engineer | Rafael**  Development of a Training Arena Simulation System for ground forces. The system was a Battle Game, which models commander/soldier behavior in the battlefield. |
| **Education &**  **Courses** | Bachelor of Technology in Computer Engineering, Ort Braude College, Carmiel, Israel, 2000.   * Dockers & Kubernetes and Swarm * Open GL Advanced * Java script * Node JS * Angular |
| **Military** | Electrician team leader in the air force – 7/1990-7/1993 |