



Summary

Senior software engineer with 12+ years of experience building C#, Unity, and .NET systems across industrial automation, healthcare, gaming, military, and emergency services. Strong focus on hardware-integrated production software, application architecture, reliability, observability, CI/CD, AI-assisted engineering practices, and end-to-end feature ownership.

2025 – Present: Lead Software Engineer - SkillReal

- Owned application integration with factory hardware for a flagship automotive deployment.
- Delivered application-side inspection pipeline and hardware-aware business logic.
- Stabilized hardware communication, fault handling, recovery flows, and production failure visibility.
- Improved testability through production-like conditions, observability, automation, and AI tooling.

2022 – 2024: Senior Software Engineer - GaitBetter

- Developed rehabilitation applications combining adaptive cognitive gamification, AI foot tracking, and clinical workflows.
- Refactored a monolithic Unity app into a modular system using .NET Core services and web APIs.
- Optimized Unity gameplay and AI tracking to run on lower-end hardware, reducing BOM cost.

2022: Synthetic Data Engineer - Intuitive Surgical

- Produced synthetic surgical datasets in Unity and Unreal Engine for ML and computer-vision training.
- Implemented Python automation scripts to validate and verify data quality for AI training.

2019 – 2021: Unity VR Software Engineer, 3D Systems – Simbionix

- Built interactive VR training simulations for military, healthcare, and firefighting, emphasizing realism and physical fidelity.
- Integrated motion-tracking hardware for accurate, high-fidelity real-time interaction.
- Created server and client-side solutions to enable seamless multi-user experiences.

2015 – 2018: Team Lead & Senior Full Stack, Israeli Air Force – Ofek

- Led a six-person ASP.NET team, overseeing architecture, delivery, and maintenance.

2012 – 2015: Full Stack Developer, Israeli Air Force – Ofek

- Implemented mission-critical web systems in military software environments.

Core Skills

Expert: C#, Unity Engine, .NET Core, REST APIs, SQL & PL/SQL, Git, CI/CD

Proficient: Industrial Automation, Observability, Diagnostics, Python, JavaScript, Linux

Familiar: Unreal Engine, C++, React, Angular, Cloud platforms (Azure, AWS & GCP), Docker

Additional Information

Languages: Fluent in English, Hebrew, and Russian.

Hobbies: Hardware tinkering, game development, snowboarding.