

Daniel Gal

Software Engineer

Contact

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Education

B.Sc. in Computer Science
from Ben-Gurion University.

Key Skills

- C++17, Python, TypeScript, Java
- Cross-Platform Development (Linux/Windows/Mac)
- Networking
- Software Design
- Backend Development
- Media streaming - WebRTC, Gstreamer
- Kafka, ZMQ
- Git, Jenkins, Jira
- AWS, Docker
- MongoDB, SQLite, Redis
- TDD, BDD
- Object Oriented Programming
- Event-Driven Programming
- Multithreading programming
- Wireshark

Summary

Software engineer with 6.5 years of experience in development of cross-platform C++ applications. Performance oriented. Strong Python background. Extensive experience in Networking. Experienced in Linux, Windows and Mac. Highly motivated and curious, fast learner, passionate about clean and robust code. "Get things done" approach. Programming lecturer. Exceptional communication skills. Leadership capabilities. Aiming to transition to leadership roles.

Experience

June 2023 - present

Software Engineer • Ottopia

- Worked in a fast paced startup and generated immediate value.
- Reduced system network throughput on idle time by 80%.
- Designed and implemented an audio service for streaming using WebRTC and Gstreamer.
- Designed and implemented a communication service to replace GRPC using Kafka, ZMQ.
- Applied networking knowledge to enable first time cloud deployment on AWS.
- Used the new cloud deployment to scale test the solution.
- Served as version leader for high profile clients while demonstrating leadership skills.

August 2021 - June 2023

Tech Lead • Waves Audio • Integration with Avid

- Lead the integration between Avid and Waves for the a flagship product.
- Coordinated between Dev, Product, Automation, QA and Project management for on time release.
- Worked with industry-leading professionals and international development teams.

November 2017 – August 2021

Backend and Infrastructure Software Engineer • Waves Audio

- Development and maintenance of professional audio applications in an advanced C++17 environment for large-scale projects.
- Developed automation infrastructure layer using Python and Redis.

October 2020 – August 2022

Lecturer • Programming & Innovation in Music • Rimon School of Music

- Designed 2 courses to introduce musicians to Computer Science through Python.