

# Eitan Levi

eitanlevi@skrud.net

## Objective

To explore new systems, seek out new environments and challenges, and boldly go where no software engineer has gone before.

## Highlights

- Outstanding communication, troubleshooting and problem solving skills
- Excellent ability to work well under pressure and meet deadlines
- Involved and enthusiastic attitude and work ethic

## Education

*Concordia University. September 2003 - May 2008*

BEng in Software Engineering

*Champlain College St-Lambert. August 2001 - May 2003.*

International Baccalaureate in Computer Science & Economics.

D.E.C. in Social Studies

## Work Experience

*Software Developer, IBM Canada. July 2008 - Present.*

Worked on the Garbage Collection team for the J9 Java Virtual Machine.

Designed and implemented improvements to various parts of the garbage collector and virtual machine.

Troubleshooted problem reports from internal and external customers to determine root causes for memory leaks and slowdowns.

*Extreme Blue Technical Intern, IBM Canada. May - August 2007.*

Part of a team of technical students and one MBA student.

Designed and implemented an integration layer for two of IBM's existing products.

*Software Engineering Co-op, Lockheed Martin Canada. May - December 2006.*

Intern on the Naval Systems Engineering team.

Developed a Java framework for rapid-prototyping graphical user interfaces.

*Teacher's Assistant, Concordia University. January 2005 - April 2008.*

Instructed classes of computer science and software engineering students in developing system software in Linux with C programming, Perl programming and shell scripting.

*Programmer, Edvance Software. May - December 2005.*

Developed a Delphi software product for high school administrators, teachers and students.

Tested, optimized and improved existing modules with feedback from users of the development version.

*Programmer, Fitting Room Central. December 2004 - February 2005.*

Designed and developed statistics tracking software for retail clothing stores.

Worked directly with an entrepreneur to analyze the problem and reveal formal requirements and specifications.

The product is still being used in some retail stores.

## Academic Projects

*Settlers of Catan*

Developed a graphical version of the popular board game with the ability to play over a network.

*Prescription Management System*

Worked throughout an entire year on a 7-member team to plan, design, implement and test a system for tracking medical prescriptions using Smart Card technology and the .NET Framework.

*Project Cobra*

Applied the Rational Unified Process, Object-Oriented Analysis and design principles to develop a Naval Battle Simulation on an 8-member team.

## Computer Skills

*Programming Languages*

Fluent in Java, C and C++ with working knowledge and experience in Smalltalk, Python, Ruby, Delphi, C#, PHP, Javascript and various shell scripting and mark-up languages. Always willing to learn more.

*Operating Systems*

Experienced and adept at using all forms of Windows, Mac OS X and various flavours of Linux.

*Applications*

Eclipse and IBM Rational Team Concert, Microsoft Visual Studio tools, GNU Compiler Collection, CVS and Subversion, and many others.

**Activities***Canadian University Software Engineering Conference (CUSEC)*

Co-Chair for CUSEC 2009. Managing a team of organizers to find a venue, seek out sponsorship and promote to students across Canada.

Director of Promotions for CUSEC 2008. Instructed head delegates of other universities how to promote to their students using many different media.

*Concordia Engineering and Computer Science Association (ECA)*

VP Academic for the 2007-2008 academic year.

Organized, budgeted and planned the bi-annual Ritual of the Calling of an Engineer ceremony.

Administered a tutor bank and exam bank for all students in Engineering and Computer Science.

*Concordia Computer Science Society (CCSS)*

President from June 2005 to May 2006.

VP Internal & External Affairs from May 2004 to June 2005.

*CS Games*

Captain of the Concordia team in 2005, 2006 and 2008.

*Concordia Faculty of Engineering and Computer Science*

Student representative for the Computer Science & Software Engineering department. January - May 2005.

**Honours and Awards***Quebec Engineering Competition (QEC)*

Awarded 2nd place in the Consulting Engineering category and a special award for Technical Excellence in 2008.

*Imagine Cup Software Design Competition*

Designed, implemented and presented a system for distance education with a team of 3 other students in the span of only one week.

Awarded the "First Runner-Up" prize in the 2007 North American Finals.

*Engineering and Computer Science Council on Student Life*

Received an award for "Outstanding Contribution to Student Life" in 2005 for the entire faculty of Engineering and Computer Science.

*Gold Society of the Year*

Awarded to the Concordia Computer Science Society in 2005.

*ACM International Collegiate Programming Competition*

Received an Honourable Mention in the East Central Division in 2003.

**Other Interests**

Playing electric guitar and an appreciation for fine, micro-brewed beer.