

# Shevach

## Software Engineer

Embedded Firmware, Video Game, AI and Machine Learning

### Profile

- \* 23 years in Israel high-tech (Video, Streaming)
- \* 5 years with Cloud Gaming (Electronic Arts)
- \* Experience with ThreadX
- \* Cloud Gaming: encoding, decoding, low latency streaming (e.g. RTP/SRT), error concealment etc.
- \* Video Codecs:
  - subcontracting with Visionular on improving HEVC codec
  - subcontracting with DSP-IP - military projects
  - video optimization and hevc codec development (Beamr Imaging)
- \* Python Programming: development automated testing systems (CI), proofs of concept, computer vision with packages cv2 and cvlib.
- \* Artificial Intelligence: genetics/evolutionary optimization of video codec parameters, facial expressions detection with CNN.
- \* 360/VR: subcontracting with Texel (texel.live)
- \* Computer Vision: OpenCV (including python cv2)
- \* Thermal imaging (Infrared camera) processing
- \* NVIDIA/AMD products: evaluation and modification hw encoders: Tesla T4, A40) of NVIDIA and Navi21 of AMD.

### Details

Israel  
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### Skills

