

Yuval Maron

Senior Backend Engineer with 7+ years of experience building scalable and reliable software systems from concept to deployment. Experienced in architecting backend services, implementing automated CI/CD pipelines, and developing monitoring and diagnostics solutions for complex operational environments. Known for taking ownership of critical projects, resolving high-impact technical challenges, and delivering robust, maintainable solutions.

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WORK EXPERIENCE

Airobotics

Senior Backend Developer

Nov 2024 - Apr 2026

- Designed and deployed a Built-In Test (BIT) framework to provide proactive health monitoring, fault detection, and performance analysis.
- Architected and implemented a Command and Control (C2) system from the ground up, delivering a scalable and maintainable operational platform.
- Led software development process improvements through automation, testing, and infrastructure enhancements.
- Diagnosed and resolved critical production issues impacting system stability and operational readiness.
- Established a CI/CD pipeline that automated build, test, and deployment workflows, significantly reducing delivery times and manual effort.

Multix Ltd.

Fullstack Developer

Aug 2020 - Mar 2024

- Optimized and refactored existing code architecture, improving system performance and reducing errors by a substantial margin.
- Integrated enterprise customer APIs, including major telecommunications providers such as Yes, Cellcom, and HOT.
- Responsible for leading several projects from conception to delivery, while maintaining regular contact with the client.
- Maintained and enhanced high-availability production systems serving enterprise customers while minimizing downtime and operational risk.

SculptrVR

Game Developer

July 2018 - Mar 2020

- Developed Features to be used on multiple platforms, Including PC, mobile, and consoles.
- Imported the game onto several new platforms and architectures.
- Implemented changes to the game according to feedback from the general user-base.
- Responsible for optimization of the voxel engine, built with Unreal Engine 4 and C++. resulting in more than 30% higher frame-rates across multiple platforms.

OPEN-SOURCE CONTRIBUTIONS

- Bun - fixed a crash when reading extremely large files
- Drizzle ORM - Contributed to the nested-object typing which prompted a TypeScript bugfix
- Redis - Corrected a bug where SETUSER did not revert to true defaults
- whatsapp-web.js - Fixed several crashed surrounding the use of Puppeteer

SKILLS

Languages: TypeScript, Python, SQL

Frontend: React, Angular

Backend: GraphQL, Node.js

Cloud & DevOps: AWS, Docker, CI/CD, Git

Databases: MongoDB, SQL