Yuval Maron

Senior Software Engineer with 7+ years of experience building complex software systems using Python, TypeScript, and Node.js. Combines technical leadership with hands-on development, taking ownership of projects from design to deployment, resolving complex technical challenges, and delivering reliable, maintainable solutions.

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WORK EXPERIENCE

Airobotics

Senior Backend Developer 2024 - 2026

- Initiated and built a Python-based Built-In Test (BIT) framework for system health monitoring and fault detection, consolidating ~15 manual checks into a centralized browser dashboard and reducing reliance on SSH access and individual container logs.
- Designed and implemented a Command and Control (C2) system from the ground up using Node.js and Next.js, taking ownership of technology selection, data modeling, and implementation.
- Diagnosed and resolved critical hardware and software issues impacting system stability and operational readiness, uncovering recurring component failures that led to a supplier replacement.
- Established a CI/CD pipeline that automated container builds and publishing, replacing manual code and simplifying deployment across customer environments.
- Owned features end to end, from development and testing through deployment, and conducted technical interviews covering coding and system design for new hires.

Multix Ltd.

Fullstack Developer & Team Leader 2020 - 2024

- Led a 3-developer team in building an automated video content management platform, combining hands-on development with team leadership to streamline workflows and reduce manual work and customer support needs.
- Optimized a live-stream monitoring system through data aggregation and request batching, reducing request volume by approximately 500× while preserving monitoring data and delivering updates every 500 ms.
- Refactored backend processing and event handling from database operations, reducing CPU utilization from approximately 80% to 5%.
- Integrated APIs for enterprise customers (including Yes, Cellcom, and HOT), adapting implementations to diverse customer environments, databases, and cloud services.
- Maintained and enhanced high-availability production systems serving enterprise customers while minimizing downtime and operational risk.

SculptrVR

Game Developer 2018 - 2020

- Optimized the voxel engine using Unreal Engine 4 and C++, improving frame rates by more than 30% across multiple platforms.
- Accelerated new-world generation by nearly 5× through performance profiling and optimization, reducing wait times before gameplay.
- Contributed to the migration from Unity and C# to Unreal Engine 4 and C++.
- Developed features and ported the game to additional platforms and architectures, including PC, mobile, and consoles.

OPEN-SOURCE CONTRIBUTIONS

- Bun - fixed a crash when reading extremely large files.
- Drizzle ORM - Contributed to nested-object typing improvements that prompted a TypeScript bug fix.
- Redis - Fixed a bug where SETUSER did not restore expected defaults.
- whatsapp-web.js - Fixed multiple crashes related to Puppeteer.

SKILLS

Languages: TypeScript, JavaScript, Python, SQL, C#, C++
Frontend: React, Next.js, Angular
Backend: GraphQL, Node.js
Cloud & Infrastructure: AWS, Docker, CI/CD, Google Cloud
Databases: MongoDB, MySQL, PostgreSQL, Redis
Tools & AI: Git, CI/CD, Codex, Claude Code