

Daniel Lublinsky

SOFTWARE ENGINEER

SKILLS

General

.NET Framework (VB / C#)
Microsoft SQL Server
Python, Node, React

Cloud

Google cloud - BQ, Vertex
S3, Cloud Run, SES MAIL
Docker, Linux, OpenShift
NGINX, IIS, Windows Servers

AI & Data

RAG Pipelines, Fine tuning
Context Caching, Indexing
Embeddings, Tooling & MCP

OS & Low level

Rust, C, C++, x86
UNIX Internals, File Systems,
BIOS & Bootloaders

EXPERIENCE

Contiki I.T - Sep 2022 - present (4 yrs~)

Lead .NET & AI Engineer • Remote

- Built SQL Server data ingestion pipelines using ODBC/OLE DB, for large-scale financial data.
- Refactor and maintain legacy software, optimizing I/O performance, .NET & dependency migrations and external API integrations.
- Designed and implemented AI services on legacy infrastructure, including LLM context caching, multimodal pipelines, and fine-tuning.

IAF Flight Test Center - Dec 2023 - Aug 2026 (2yrs 8mos)

Lead Full Stack Developer • Mandatory military service

- Built .ASP & FastAPI backends to analyze and model avionics blocks
- Developed ML change point detection system using HMM and ruptures.
- Architected, data heavy React frontends, integrating WASM and Jupyter environments, configuring NGINX, Git pipelines

Freelance Full Stack - Jan 2021 - Aug 2022 (1yr 7mos)

- Develop and maintain full-stack applications for multiple clients (blogs, websites & apps)
- Develop iOS applications in Swift, integrating native android features and APIs.

PROJETS & LEARNING

Unix style 16-bit OS

A 16-bit operating system. An Operating System featuring a FAT16 file system, a two-stage bootloader, a physical memory manager, and a shell - written in C and Assembly.

``https://github.com/danielLublinsky/OS_proj-2022-16bit``

BACKGORUND

Hello,

I am Software engineer living in Beersheva. Born in Connecticut, USA. Fluent in Hebrew, English, and Russian.

Programming since 2019, with a strong interest in hardware and AI. I run a small workshop where I build solder and tune drones.