

Ori Mosenzon

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Israel

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Personal Information Nationality: Israel, USA
ID: 0 1312485 4
Birth: 1970

Summary of qualifications

AI Research

Research in the field of **Machine Learning – Master’s degree**. Research activity included various mathematical problems from the fields of algebra, calculus and information theory.

Software Engineering

Wide theoretical and practical experience.

Proficient in C++, Java and Prolog.

Also programmed in Python, JS, Pascal, Matlab, Shell script, ML, Perl, TCL, Scheme, Basic, Logo, Assembly-80386, Assembly-6510 and others.

Proficient in Linux, Windows, Mac OS

Teaching

9 years as a lecturer in college and university. Private math lessons. Teaching in a high school

Education

M.Sc. and PhD research – Artificial Intelligence & Educational Software

1997-2004 Hebrew University Jerusalem, Israel

PhD student (direct path), 'Machine Learning'. Recipient of "Best paper" award in Uncertainty in AI, 2001. The research was stopped and closed as a Master Thesis.

B.Sc.

1994-1997 Ben-Gurion University Beer-Sheva, Israel

Bachelor Degree, Mathematics and Computer Sciences. Graduated with distinction.

Professional experience

Algorithms developer and Programmer

2016-present Algorithms developer and a programmer at DEEP

Developed tools for information extraction using Python libraries and vendor's tools. Integration with wikidata, bing api, textazor, alchemy api and more.

2008-2016 Independent developer and math teacher

Created [tools for learning linear algebra](#) and high school math. Giving private math lessons at home. Teaching programming in [Dan academic school](#) (C, C++ & Python)

March 2007-2008 Superderivatives Ltd. Tel-Aviv, Israel

Mathematical finance algorithmic development and software architecture guiding. Working with Quants (Financial Mathematicians), translating formal mathematic idea into code.

2005-2007(March) Intel Corp. Haifa, Israel

Software developer on innovative design automation tools. Programming mostly in C++. Implemented algorithms for circuit mapping and enhancing a HDL compiler.

1997-2005 Hebrew University & Hadassah college Jerusalem, Israel

Lecturer and programmer. Gave the "C++ Programming Workshop" – The main programming course in the CS studies and highly popular course.

Algorithm Development [The below were done concurrent to my studies]

1996-1997 Orbotech Ltd Rehovot, Israel

Worked on computational geometry algorithms.

1995-1996 Xtrol Beer-Sheva, Israel

Developed algorithms that deal with projections of laser samples of 3D objects, taken by a dedicated machine. The work demanded application of linear algebra and calculus (during first degree studies).

publications

Thesis: "[Mutual Information Extraction](#)"

Article: "[Multivariate Information Bottleneck](#)", Uncertainty in Artificial Intelligence, 2001; recipient of "Best Paper" award

Courses: "[C Programming Workshop](#)", "[C++ Programming Workshop](#)"

Languages

Hebrew - native language
English - very high level
Spanish - intermediate level.

Interests and activities

Karate, Mathematics, caricature drawing, hiking, juggling, environmental issues, computers and technology in society. A great fan of the Free Software Movement (GNU, GPL) and the Free Culture (a Wikipedian and a contributor to other wikis)