

Elad Gariany

Software Engineering and Technology Leader Specializing in Architecting Innovative Audio and Video (A/V) Solutions

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A self-driven and experienced leader, project manager, and software engineer with a strong track record of building innovative internet-age products. Expertise in Remote, Full Stack Engineering in audio/video automation tools and technologies. Core involvement in two successful exits to NBC Universal and SAMSUNG Research America

WORK EXPERIENCE

Arcules (Milestone Systems) 06/2022 - 05/2024 Senior Software Engineer - Video & C2C Teams

- In charge of the company's surveillance video playback systems for on-prem and cloud platforms, managing and maintaining over 50k channels and 500+TB of cloud h.264 data
- Led the development of a next-generation Camera-to-Cloud (C2C) solution from inception to the market within a year
- Enhanced video extraction system (merging A/V streams, timestamps overlay etc.) stability and efficiency by complete redesigning within 2 months

Edlyft (Y Combinator W20) 07/2020 - 03/2022

Edlyft builds an online communication platform (similar to Zoom) for students and mentors to connect and get support to do better in their academic studies.

Co-founder & Lead Software Engineering

- Designed and executed a robust tech infrastructure, overseeing all aspects of software development and deployment
- Led a team of four remote engineers across Europe and Africa, ensuring effective collaboration and successful project delivery

Vldit Solutions (Freelance Work) 04/2017 - 07/2020

A self-owned software solutions and architecture agency, operated by myself alongside a dedicated sales partner. This U.S.-based entity enabled me to work remotely while living in Europe, India, and Israel.

Brightidea - Innovation Management Platform

- Developed a web-based conference tool that records and transcribes audio to text, harvesting 2x innovative ideas discussed during meetings.
- Designed and developed the full-stack solution from the ground up, leveraging tools like Twilio Audio & Video APIs, WebRTC, React, Python3, and Terraform on AWS

SKILLS

Creative, Design Roadmaps, Effective Communicator, Entrepreneurship, JIRA, Music Production, Project Management, Scrum Agile, Software Engineering, Solution Architecture, Solution Design, System Design, Team Leadership, Technical Management

A/V: Audio Engineering, Cloud Video, FFmpeg, H.264, HVEC, RTMP, Video Automation, WebGL, WebRTC, Wowza

Engineering: AWS, Data Analysis, Data Analytics, Data Mining, DynamoDB, Full Stack Engineering, GCP, Golang, Javascript, Kubernetes, MySQL, NodeJS, NoSQL, PostgreSQL, ReactJS, Redis, Ruby on Rails, Serverless, Twilio, WebRTC, WebSockets

EDUCATION

B.Sc. Computer Science
COMAS
Tel Aviv, Israel

PROJECTS

Eventopus.xyz

An AI-powered Online Event Aggregation System that automates communities calendar creation

FFmpegByExample.com

An online community for coding, learning, and sharing FFmpeg through hands-on examples

Outernets.co - Head of Engineering

- Designed, engineered, and deployed an on-premises hardware device for retail, enabling interactive web applications, analytics, and 24/7 video playlists per customer needs
- Led 11 engineers across three specialized teams: Creative, Computer Vision, and Hardware Client, driving creative collaboration and innovation

Vrtigo.io (Samsung Research America) 08/2016 - 04/2017

Incubation company founded inside the Samsung Global Innovation Center, building VR/AR analytics services for platforms such as the Gear VR, Unity & Hololens.

Co-founder and Frontend Engineer

- Developed Frontend React/Redux app, including a WebGL/GLSL data visualization
- Architected a scalable big data flow using Kafka, Cassandra, Spark, and a Node.js RESTful API backend, deployed on AWS for efficient processing and management

Stringwire.com (NBC Universal) • San Francisco 06/2014 - 09/2015

Lead Software Architect & Engineering Manager

- Led a team of 12 developers, building three major components: Backend/WebApp, Mobile and Live Video Media Streaming service.
- My role consisted of engineering the entire platform according to business needs, developing features, and bridging discussions between the different teams.

Vidit.fm - Crowdsourced Video • Tel Aviv, Israel 02/2012 - 04/2014

Co-founder & CEO

- Developed a video synchronization platform, an iOS app, and a web-based HTML5 video editor, enabling live music audiences to collaborate and share their experiences online
- Fundraising, product leadership, and investor relationship management