Eyal Schwartz
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OBJECTIVE

To develop user oriented business and scientific software applications.

EXPERIENCE

Research Scientist, Neural Networks Center, Georgia Tech Research Institute Atlanta, Georgia (August, 1994 - Present):

- Currently developing qualitative feature recognition system to aid in the signal analysis of electric circuit board production.
- Developed neural networks tutorial toolkit for the Neural Networks Short Course.

Primary Programmer and System Administrator, Ecological Physics and Natural Computing Laboratory, Radford University, Radford, Virginia (August, 1993 - August, 1994):

- Developed series of simulations on a Silicon Graphics computer demonstrating various psychological and physiological phenomena.
- Managed system administration of an SGI workstation.

Research Assistant, Accurate Automation Corporation, Chattanooga, Tennessee (May - August, 1993):

- Designed and implemented the CORTECON (Context sensitive Temporally Connected Neural Network). Co-authored several publications.

Research Assistant, Radford University, Radford, Virginia (February - December, 1992):

- Designed and developed advanced computational engine incorporating principles from both neural networks and statistical physics. Co-authored several publications.

EDUCATION

M.S. Computer Science September, 1995
Georgia Institute of Technology, Atlanta, Georgia.

B.S. Computer Science, Minor in Mathematics December, 1993
Radford University, Radford, Virginia.

- Awarded **Outstanding Computer Science Student Award 1994**.

COMPUTER SKILLS

Computer Languages: Assembly, Pascal, C, C++, Ada, Prolog.

Operating Systems: IRIX, UNIX (SunOS), DOS.

Hardware Platforms: Silicon Graphics, SPARC, IBM PC.

Software Development Environments: Borland C++ 4.5 (ObjectWindows 2.5); gcc; Matlab; Maple; SAS; SGI GL and OpenGL libraries; Xlib library; Curses library; general OOD and OOP development approach.

AREAS OF INTEREST

Adaptive Numerical Methods; Pattern Recognition; Scientific Visualization; Artificial Intelligence; Computer Vision; Simulation and Animation.

- References and publications are available upon request.