

Liel Amar

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Software Engineer with experience building AI systems, ML infrastructure, and scalable software. Built a multi-tenant SaaS platform for AI agents, production backend systems, and end-to-end ML pipelines. Currently completing an M.Sc. in Computer Science, specializing in machine learning.

Professional Experience

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| Technical Co-Founder KedAI | 2025 – Present |
| <ul style="list-style-type: none">Designed and built KedAI's end-to-end AI agents platform, spanning both a self-serve SaaS product and custom enterprise workflows.Built agent provisioning infrastructure from website content and user-uploaded data, integrating live search and on-demand RAG for up-to-date responses.Developed a multi-tenant dashboard for deploying and managing 200+ AI agents, including branding, permissions, integrations, usage limits, and billing.Owned production architecture and deployment across Google Cloud Platform and Cloudflare, including CI/CD automation and secure secret management. | |
| Software Developer Urbanico, Israel | 2024 – 2025 |
| <ul style="list-style-type: none">Designed and implemented a unified data storage layer on Google Cloud Storage, serving 10M+ data points; improved training throughput and reliability.Built an end-to-end ML pipeline (PyTorch, scikit-learn, Ray), with automated evaluation and reproducible runs.Replaced a legacy system with a FastAPI backend + React dashboard; reduced dashboard load time by 70%.Established the company's first CI/CD pipelines, automating unit tests, format checks, and linting, which accelerated deployment cadence. | |
| Software Developer ReWrite Media, North Carolina | 2020 – 2021 |
| <ul style="list-style-type: none">Built a low-latency real-time audio streaming service integrated with web applications, moderation tools, and game servers; supported thousands of concurrent users.Developed interactive multiplayer game servers on top of Minestom and Paper. | |
| Unit Co-Founder & Software Developer Israel Defense Forces, Israel | 2019 – 2020 |
| <ul style="list-style-type: none">Co-founded "Miflag 88", the brigade's in-house software unit; built core software systems.Designed and built a mobile app used by 1,300+ personnel for real-time location tracking and mission review. | |

Education

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| M.Sc. in Computer Science The Hebrew University of Jerusalem | 2024 – Present (expected 2026) |
| <ul style="list-style-type: none">GPA: 95Research project in Weight Space Learning under Prof. Yedid Hoshen. | |
| B.Sc. in Computer Science The Hebrew University of Jerusalem | 2021 – 2024 |
| <ul style="list-style-type: none">GPA: 93Dean's List for 2021/22 and 2022/23.Participated in the Student Exchange Program at the University of Florida. | |

Projects

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| Two-Factor Authentication | 2020 – Present |
| <ul style="list-style-type: none">Developed a cross-proxy two-factor authentication plugin for Minecraft server platforms, with 12,500+ downloads and active use across hundreds of servers. | |
| DoubleYou | 2025 |
| <ul style="list-style-type: none">Winner, HUJI's 2025 Hackathon - built a context-aware personal AI assistant using React Native and FastAPI. | |

Publications

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| We Should Chart an Atlas of All the World's Models (NeurIPS '25 - Position Paper) | 2025 |
| Eliahu Horwitz, Nitzan Kurer, Jonathan Kahana, Liel Amar , Yedid Hoshen | |

Skills

Languages: Python, TypeScript, Java, JavaScript, C, C++
ML: PyTorch, scikit-learn, Ray
Frameworks: FastAPI, Express, React
Infra: Google Cloud Platform, AWS, Cloudflare, Postgres, MongoDB, Convex, Docker, GitHub Actions