# Eran Aharonson

5 Ben Zion Str. Tel-Aviv 6428506 | +972-52-4459459 | eran@aharonson.org erana@hit.ac.il | LinkedIn

A seasoned hi-tech veteran, visionary leader, educator, volunteer, and entrepreneur specializing in AI and human interaction (and other fields). Known for driving innovation and practical solutions, transforming challenges into opportunities while fostering growth and talent in academia and hi-tech industry.

## Experience

### HIT – Holon Institute of Technology, Holon, Israel

**2024 -** **Head of Magnet – Excellence program in Computer Science**

As the Head of the Magnet Excellence Program, I conceptualized and initiated HIT's first-ever excellence program for computer science students. The program is designed to identify and nurture exceptional talent based on academic performance and personal interviews. My leadership focuses on cultivating an environment of excellence by providing selected students with tailored courses aimed at enhancing their academic abilities. These students also engage with their peers in general courses, helping to elevate the performance of the broader student body. The students are enhanced to continue to higher degrees.

Key Contributions:

- Initiated and developed HIT's first Excellence Program for computer science, selecting students through a rigorous process of interviews and academic assessment.
- Designed a specialized curriculum for the program, focusing on enhancing student abilities through dedicated courses that foster leadership and academic excellence.
- Created a model for students to influence the broader academic community by working alongside their peers in general courses, elevating the overall educational environment.
- A platform for higher degrees for excellent students

**2023 -** **Senior Teacher - School of Computer Science**

I teach foundational courses in computer science, including "Introduction to Computer Science", "Advanced Programming Workshop", and "Object-Oriented Programming."

In this role, I spearheaded a pedagogical transformation by integrating AI assistance into foundational software courses. I lead replacement of traditional written exams with a project-based learning (PBL) and Gen AI models, a more dynamic and practical approach to education.

I am also the architect and lead instructor of a cutting-edge course titled "Human-Smart AI: Advanced Workshop," which is conducted in English. This course is one of the first at HIT to focus on the intersection of human interaction and advanced AI technology.

Key Contributions:

- Introduced AI-assisted learning in computer science courses, pioneering a shift away from traditional exams to project-based learning (PBL), with the first pilot scheduled for Spring 2025.
- Created and teach the "Human-Smart AI: Advanced Workshop," an advanced course that explores the interaction between humans and AI-based technologies, positioning HIT at the forefront of innovative AI education.
- Transformed the foundational learning process by incorporating cutting-edge AI tools, providing students with practical, real-world applications in their learning experience.

## Simply (Formerly known as JoyTunes)

**2019-2022** **Music Technology Researcher**

During my tenure at Simply, I played a pivotal role as a Music Technology Researcher, where I was responsible for integrating cutting-edge research into Simply's product offerings, particularly their flagship applications, Simply Piano and Simply Guitar. My main focus was driving innovation through research, which led to the development of 10 patents, with 5 of them already approved and 5 pending. These patents significantly improved the user experience in music learning by combining music theory with interactive technology

My work at Simply contributed to the company's position as a global leader in music-learning technology, directly influencing the development of adaptive and interactive teaching methods for playing musical instruments

Key Contributions:

- Led the development of 10 patents, 4 of which have been approved, and 6 are pending. These patents were pivotal in enhancing Simply's product offerings and user experience.
- Conducted cutting-edge research that bridged the gap between music theory and interactive learning technologies, and user experience, shaping the future of music education through technology.
- Played a critical role in product innovation, ensuring Simply's flagship applications, Simply Piano and Simply Guitar, remained at the forefront of the music-learning app market.

## Afeka Tel Aviv Academic College of Engineering, Tel Aviv, Israel

**2015- 2018** **Head of Final Project Department**

In my role as Head of the Final Project Department, I was responsible for overseeing all aspects of final-year engineering projects, which involved approximately 600 students (from 5 different engineering schools) and over 400 projects annually. I restructured the entire project process, ensuring a clear and organized pathway from the idea stage to final execution. My leadership helped foster strong collaboration between the college and industry partners, many of which were secured through my initiative.

I introduced new practices such as a more comprehensive evolving final project book, which documented, similar to industry needs, the full project lifecycle (specification, preliminary design, and final design reports), as well as poster presentations and external evaluations by industry experts. I led and increased the amount of academic research final projects that led to numerous publications. I also initiated collaboration with industry partners, leading to real-world applications and increased opportunities for students to engage in impactful engineering work.

Key Contributions:

- Revamped the final project process, creating a more structured and transparent framework for students and advisors, covering everything from project specification to external evaluations.
- Established strong partnerships with industry, ensuring that around 30% of projects were conducted with real-world companies, providing students with hands-on, practical experience.
- Introduced comprehensive project documentation, including project books and poster presentations, ensuring that students' work was thoroughly recorded, professionally presented, and externally evaluated by industry leaders.
- Significantly increased the academic quality of final-year projects, with some projects leading to published research papers and further academic achievements.
- Managed a department of seven staff members (five academic project managers and two administrative staff), overseeing project processes across five engineering disciplines (Electrical, Software, Medical, Mechanical, and Industrial & Management Engineering).

For example Description of 2018 projects: Link
Videos of selected 2018 projects: Link

**2015- 2018 Mentor and Supporter – Smart Up – Excellence program**

During this period, I actively mentored and supported the Smart Up Excellence Program, which selects 15 top-performing students each year from all engineering departments. I led groundbreaking projects, including the development of an innovative suicide prevention system and the creation of a safe-touch playroom within the children's ward at Geha Mental Health Institute.

In my capacity as the Head of Final Projects, I played a critical role in integrating top-tier students with cutting-edge research initiatives. I was also involved in the program's approval process, ensuring that the projects met the highest academic and practical standards.

Key Contributions:

- Led innovative projects at Geha Mental Health Institute, including the first release of a suicide prevention system and a safe-touch playroom for children.
- Guided 15 top students annually, combining academic excellence with advanced research projects.
- Contributed to the program's approval process, ensuring rigorous academic standards and impactful real-world applications.

**2012- 2015 Senior Teacher – Software Engineering**

As a Senior Lecturer, I initiated and taught Israel's first academic course dedicated to mobile application development, focusing on Android platforms. This course allowed hundreds of students to gain critical, hands-on experience in building mobile apps, many of which were innovative and ahead of market trends. I also taught courses in advanced mobile technology, including "Advanced Seminar in Mobile Technology" and "Introduction to Advanced Programming" (C language).

Additionally, I supervised numerous final-year projects, devoting between 400 and 600 hours per student project. Many of these projects went on to win awards in various

categories, including software engineering, multidisciplinary fields, and societal assistance. These accolades were a direct result of the innovative learning environment I cultivated, where students were encouraged to think creatively and apply their skills to solve real-world problems.

Key Contributions:

- Developed and launched the first academic course in Israel focused on mobile application development, giving students early exposure to the rapidly growing field of smartphone technologies.
- Supervised and mentored students on final projects, with several projects winning prestigious awards, including Best Final Project in Software Engineering and Multidisciplinary categories.
- Taught advanced courses in mobile technology, providing students with cutting-edge knowledge and practical skills in mobile app development and advanced programming techniques.
- Pioneered a new specialization in mobile systems software, equipping students with the skills needed to excel in the fast-evolving mobile technology industry.
- Awarded multiple prizes for excellence as a project advisor, cementing my role as a key figure in guiding student success at Afeka.In this role I also instructed many students for their final project (400-600 hours projects)

Won best final project advisor prize in the following years:

- 2013: 2 Prizes - Software Engineering and Multi-disciplinary
- 2014: 3 Prizes - Software Engineering, Electrical Engineering and Multi-disciplinary
- 2015: 2 Prizes - Software Engineering and Society assisting prize

(Since 2015 I refused to compete on best project as I was head of the department)

**2010-2014** **Head of Mobile Systems Software specialization – Software Engineering**

As Head of Mobile Systems Software Specialization, I created and led a pioneering specialization within the Software Engineering department. This program was unique not only in Israel but also worldwide. It comprised seven new courses that I designed and developed, covering mobile applications, iOS development, UX/UI for mobile, cloud development, and digital signal processing (DSP) for mobile devices.

The program gained formal approval from the Israeli Council for Higher Education (MALAG) and became a leading specialization for students looking to enter the mobile technology industry. I was also instrumental in building partnerships with mobile technology companies, providing students with access to cutting-edge tools and industry insights.

Key Contributions:

- Created and led the first specialization in Mobile Systems Software in Israel, a groundbreaking initiative that positioned Afeka as a leader in mobile software education.
- Developed and introduced seven new courses, including Android and iOS application development, UX/UI design for mobile, cloud-based development, and DSP for mobile devices.
- Secured approval from the Israeli Council for Higher Education (MALAG), ensuring that the specialization was formally recognized and held to the highest academic standards.

- Fostered collaboration with the mobile tech industry, providing students with the tools and industry knowledge to develop mobile applications that are ahead of market trends.
- Created a pipeline of talented mobile software engineers, many of whom went on to work for leading technology companies both in Israel and internationally.

**2011-2014** **Co-Head of ACMIX – Afeka Center Mobile Intelligent Experience**

ACMIX (Afeka Center for Mobile Intelligent Experience) was a unique hub at Afeka Tel Aviv Academic College of Engineering, which you co-founded along with Dr. Talya Porat, an expert in user experience (UX). The center focused on research and cooperation between academia and the mobile industry in the areas of intelligent user experience, particularly emphasizing mobile and screen-based technologies.

During your time as Co-Head of ACMIX (2011-2014), you played a key role in establishing partnerships with high-tech organizations. The center served as a consulting and collaboration platform, helping companies develop more intuitive and intelligent user interfaces. The research conducted at ACMIX centered on enhancing user interactions with mobile devices and screens of various sizes, creating innovative solutions that improved the overall user experience.

Key Contributions:

- Co-founded ACMIX, establishing it as a unique hub for collaboration between academia and the mobile industry in the area of intelligent user experience (UX).
- Led numerous partnerships with high-tech organizations, driving joint research projects that focused on improving mobile UX across different screen sizes and platforms.
- Promoted cutting-edge research in the fields of intelligent interfaces, helping companies create more intuitive, user-friendly mobile experiences.

## Pixie Technology, Herzeliya, Israel

**2013-2014** **Head of Mobile Software Experience**

At Pixie Technology, a company specializing in location-based technology, I served as Head of Mobile Software Experience and played a key role in the development of the world's first accurate locator tag. This groundbreaking product used advanced wireless measurement methods and algorithms to help users locate physical items with high accuracy. As part of the core management team, I was responsible for leading the mobile software development and user experience strategy.

I oversaw the design and development of the mobile applications that powered Pixie's technology, ensuring that the software was intuitive, user-friendly, and could seamlessly integrate with the company's hardware solution. My leadership was pivotal in bringing Pixie's combined software and hardware MVP (Minimum Viable Product) in under six months, positioning Pixie as a leading innovator in location technology.

Key Contributions:

- Led the development of the mobile software experience for Pixie's locator tag, ensuring a seamless and user-friendly interface that complemented the hardware.
- Developed and delivered a combined software and hardware MVP in less than six months, which helped Pixie position itself as a leader in accurate indoor location technology.

- Played a central role in the core management team, contributing to both the technical and strategic direction of the company.
- Ensured integration of the software with Pixie's cutting-edge wireless technology, enabling users to locate physical items with high precision and reliability.
- Helped translate complex wireless measurement technology into a simplified, user-focused application, making Pixie's innovative product accessible and easy to use.

## Intuitive User Interfaces, Netanya, Israel

**2009 – 2012 CEO & Co-Founder**

As CEO & Co-Founder of Intuitive User Interfaces, I led the development of innovative technologies designed to simplify and enhance the user experience on smartphones. The company focused on creating intuitive and intelligent user interfaces that reduced the complexity of interacting with mobile devices, making them more personal, efficient, and user-friendly. Under my leadership, Intuitive User Interfaces developed technologies that added intelligence to smartphones, creating what we termed a "**One Touch Experience**" where users could perform actions with minimal effort. This vision was driven by the understanding that as mobile devices became more powerful, the need for simpler, more intuitive user interactions became critical.

We operated under the Targetech Technology Incubator as part of the Israeli Office of the Chief Scientist (OCS) program

I spearheaded the development of an innovative patent (later abandoned due to market shifts), which laid the foundation for significant advancements in the mobile user experience. Despite the patent being abandoned, it was referenced in over 400 other patents, making it pioneering work in the field of mobile interaction technology.

Key Contributions:

- Co-founded and led Intuitive User Interfaces, driving the company's mission to simplify mobile user experiences through intelligent interaction technologies.
- Developed and promoted the "One Touch Experience", a revolutionary concept that made smartphone usage more intuitive and user-friendly by reducing the number of interactions needed for everyday tasks.
- Spearheaded the development of a pioneering patent, which was referenced in over 400 other patents despite being later abandoned, demonstrating the company's influence and innovation in the mobile user interface space.

## Aharonson Research & Consulting

**2006-2020 CEO & Founder**

As the CEO & Founder of Aharonson Research & Consulting, I provided strategic and technological consulting services across multiple industries, with a particular focus on human-AI interaction, mobile technology, system integration, and machine learning. I worked with various high-profile companies, including Symbian, Comverse, Redbend, and several venture capital firms, offering tailored consultancy services that bridged the gap between cutting-edge technology and real-world applications.

Key Contributions:

- Advised major companies such as Symbian, Comverse, and Redbend on system integration, AI, and mobile technology solutions, ensuring they stayed at the forefront of technological innovation.

- Specialized in speech, handwriting, and gesture recognition technologies, providing clients with advanced insights into how these technologies could be integrated into their products and systems.
- Bridged the gap between marketing strategy and technology, ensuring that clients' technological solutions aligned with their broader business objectives and market needs.
- Consulted with venture capital firms, advising them on technological trends and helping them identify promising startups and emerging technologies for investment.

**Compugen , Tel-Aviv, Israel**

**2005 – 2006 Vice President, Computational Life Sciences R&D**

At Compugen, a publicly traded biotechnology company focused on genomics-based drug and diagnostic discovery, I served as the Vice President of Computational Life Sciences R&D. In this role, I was responsible for leading a large, multidisciplinary research team composed of experts in mathematics, physics, computer science, and biology. My primary responsibility was to drive innovation in drug and diagnostic discovery, utilizing advanced computational and algorithmic techniques to improve the development pipeline.

I directed the majority of the company's research and discovery efforts, implementing computational methods that increased the probability of success in developing novel therapeutic and diagnostic products. By leveraging computational biology, machine learning, and data analytics, I was able to streamline the process of identifying promising drug candidates and biomarkers, thus enhancing the company's position in a highly competitive field.

Key Contributions:

- Led a multidisciplinary research team of world-class experts in mathematics, physics, computer science, and biology, driving cross-functional innovation in drug and diagnostic discovery.
- Implemented advanced computational and algorithmic methods that significantly enhanced Compugen's ability to identify promising drug candidates and diagnostic biomarkers, improving the probability of success in therapeutic development.
- Improved the efficiency of drug and biomarker discovery by leveraging computational biology and data-driven approaches, positioning Compugen as a leader in bioinformatics.

## ART Advanced Recognition Technologies Inc., Tel-Aviv, Israel

**2003 – 2004 CEO**

As CEO of ART, I was tasked with turning the company around, both financially and strategically. Under my leadership, I successfully raised over $6 million from existing investors, including Bessemer Venture Partners, a leading U.S.-based firm. Through this effort, I not only stabilized the company's finances but also drove the business to become cash-positive through real revenues.

I restructured the company's operations, transforming it into the world leader in input methods, including speech, handwriting, and gesture recognition technologies for wireless mobile devices. My leadership culminated in the acquisition of ART by Nuance Communications (NASDAQ: NUAN), where I played a key role in negotiating and executing the transaction. This acquisition positioned ART's technology as a foundation for many of today's mobile interface systems.

Key Contributions

- Successfully raised significant funding, securing the company's future and enabling further growth.
- Spearheaded ART's transition into a global leader in recognition technologies for mobile devices, with applications in speech, handwriting, and gesture recognition.
- Led ART through its acquisition by Nuance Communications, driving value for investors and ensuring a smooth integration into a global corporation.

**2001 - 2003 President**

During this time, I took on full responsibility for all aspects of ART's business, including finance, sales, marketing, R&D, and operations. I redefined the company's strategy, focusing on becoming the dominant player in the embedded speech and handwriting recognition markets for wireless mobile devices.

I established key relationships with top-tier global customers, including industry giants such as LG, Motorola, Nokia, Siemens, NEC, Logitech, and others. My strategic vision led to new partnerships with leading players in the mobile technology ecosystem, including Texas Instruments, Qualcomm, Intel, and Symbian, among others.

Key Contributions:

- Defined and implemented a new market strategy, expanding ART's footprint in the embedded recognition space for mobile devices.
- Secured major clients across the wireless mobile industry, including partnerships with top-tier companies like Motorola, Nokia, and LG.
- Expanded ART's partnership network to include key technological enablers such as Qualcomm and Intel, ensuring ART's solutions were at the cutting edge of mobile device technology.

**2000 - 2001 Chief Operating Officer**

As COO, I was nominated by the Board of Directors to lead the company's turnaround. I took full control of managing R&D, sales, finance, and marketing. My focus was on upgrading ART's product line to position it as the most advanced embedded speech recognition company for the cellular handset market.

Under my leadership, we successfully upgraded our existing product offerings and introduced new, cutting-edge embedded speech recognition technologies. I also led the recruitment of a new executive management team to support the company's growth and operational excellence.

Key Contributions:

- Led a comprehensive company turnaround, refocusing ART on its core strengths in speech and handwriting recognition.
- Drove product innovation, launching new, advanced embedded speech recognition solutions tailored to the cellular handset market.
- Recruited and built a high-performing executive management team, positioning ART for sustained growth and market leadership.

**1998 - 2000 Vice President Business Development**

During my tenure as VP of Business Development, I was based in Boston, MA reporting to the company CEO, and focused on identifying and advancing new business directions for ART. I played a critical role in exploring opportunities within the mobile data and handwriting recognition markets, establishing ART as a key player in these areas.
My work involved extensive research and collaboration with global mobile technology companies, positioning ART as a leader in natural input technologies for mobile devices. I also worked on securing new business opportunities with major players in the industry, enhancing ART's market reach.

Key Contributions:

- Identified and advanced new business opportunities, particularly in handwriting and mobile data recognition technologies.
- Strengthened ART's market position in North America by establishing key partnerships and securing new clients.
- Enhanced ART's product portfolio by identifying emerging trends and integrating them into the company's strategic vision.

**1994 - 1998 Vice President Research & Development**

As VP of R&D, I was responsible for overseeing all research, development, and implementation activities at ART. I led a multidisciplinary team of software engineers, electrical engineers, mathematicians, and QA professionals, driving innovation in the areas of handwriting, speech, and gesture recognition.
One of my key achievements was the development of ART's flagship product, the **smARTwriter handwriting recognition engine**. This technology was designed for a variety of platforms, including Windows Mobile, Symbian, and Palm OS. I also led the development **of smARTspeak**, ART's advanced speech recognition system, further solidifying the company's reputation as a leader in natural input technologies.

Key Contributions:

- Led the development of smARTwriter, ART's groundbreaking handwriting recognition engine, which became a benchmark in the industry.
- Spearheaded the development of smARTspeak, a state-of-the-art speech recognition system that positioned ART as a leader in voice input technologies.
- Managed a multidisciplinary team, ensuring the successful execution of R&D initiatives that transformed ART's product portfolio.

**1993 – 1994 Software Manager**

As Software Manager, I was responsible for establishing ART's R&D group and overseeing software development methodologies. I played a pivotal role in the early development of the smARTwriter handwriting recognition algorithm, which was one of the foundational technologies that propelled ART's growth and success.
In this role, I coordinated the development of software across multiple platforms, ensuring that our technologies could be implemented on various operating systems and devices. This work laid the groundwork for ART's later innovations in natural input technologies.

Key Contributions:

- Established and managed ART's R&D group, setting the stage for the company's future technological innovations.
- Led the development of smARTwriter, a pioneering handwriting recognition algorithm that became the cornerstone of ART's product offerings.
- Drove the successful implementation of ART's technologies across multiple platforms, ensuring compatibility with a wide range of devices and operating systems.

**1992 - 1993 Special Algorithms Development Manager**

In my early roles at ART, I was responsible for overseeing the development of the smARTwriter handwriting recognition algorithm, a technology that became the cornerstone of ART's product offerings. As Software Manager, I played a key role in establishing ART's R&D group, laying the foundation for future technological advancements. I was responsible for designing and developing ART's initial software methodologies and ensuring that our technologies could be implemented on various operating systems and platforms.

Key Contributions:

- Led the development of the smARTwriter handwriting recognition algorithm, which became a foundational technology for ART.
- Established and managed ART's R&D group, driving the company's innovation from its early stages.
- Played a key role in developing software methodologies that enabled ART's technologies to be compatible with various platforms, including Windows Mobile and Palm OS.

**Computer Science Faculty, Technion University, Haifa, Israel**

**1989 – 1992 Faculty member and assistant**

Teaching courses in advanced Computer Science topics, including Automatic verification of hardware and software, Interactive-programming languages.

Research in the area of distributed networks.

## IBM Scientific Center, Technion, Haifa, Israel

**1988 - 1991 Research student**

During my time as a Research Student at the IBM Scientific Center at Technion, I was an integral part of the image processing group, where I worked on cutting-edge pioneeriong projects related to document processing and content extraction. My research focused on developing innovative methods to extract content from complex forms, remove noise, and apply high compression techniques. These projects aimed to enable, improve the speed and accuracy of document handling, which was critical for large-scale data processing at the time.

One of my significant contributions was the development of sophisticated data structures that enabled rapid operations on large-scale documents, including projects such as the Swiss Census and systems for identifying bank checks for First Bank of Israel. These systems required high precision and efficiency, and the algorithms I developed allowed for significant improvements in processing time and accuracy.

The technologies I worked on formed the basis for patents, although as a student, I was not credited due to internal policies, but was a co-author of technical report..Nevertheless, my work at IBM significantly contributed to the advancement of document processing technologies, laying the groundwork for future innovations in the field.

Key Contributions:

- Developed innovative methods for document content extraction, noise removal, and high compression, improving the speed and accuracy of large-scale data processing systems.
- Designed sophisticated data structures that enabled rapid operations on large documents, which were critical for large data processing systems.
- Contributed to projects that involved complex document processing challenges, including extracting valuable data from forms while minimizing errors and processing time.
- Laid the groundwork for patents in document processing technologies through my research, although as a student, I was not officially credited due to IBM's internal policies for students.

## Teledata, Herzelia, Israel

**1987 Software Engineer**

As a Software Engineer at Teledata, I was responsible for developing advanced software systems designed to test and detect failures in communication equipment. My primary focus was on creating a computerized testing system that could accurately identify faulty communication components within complex systems.

In this role, I designed and invented a software solutions that automated the detection of equipment failures, ensuring faster and more reliable identification of issues at the component level. My work contributed to significant improvements in the efficiency of equipment maintenance and troubleshooting, helping Teledata enhance its overall system reliability.

Key Contributions:

- Developed a computerized testing system to detect faults in communication equipment, automating the identification of faulty components and significantly improving troubleshooting efficiency.

- Enhanced the reliability of communication equipment by providing a robust system for detecting and isolating failures at the component level, improving maintenance workflows and reducing downtime.
- Played a key role in the automation of testing procedures, reducing the need for manual troubleshooting and enabling more efficient equipment maintenance.

**Israel Defense Force – 8200**

**1981-1986 Captain - Commander of a technical unit**

During my service in the IDF's elite Unit 8200, I held the rank of Captain and served as the Commander of a high-level technical unit. In this role, I was responsible for leading a team of 25 soldiers, overseeing the that contributed to Israel's intelligence capabilities.

One of my most significant contributions was the development of a groundbreaking project, which I initiated and primarily developed on my own. This project received the Chief of Intelligence Prize for Creative Thinking due to its direct impact on enhancing Israel's intelligence capabilities. The project's success provided critical intelligence and significantly improved Israel's national security.

Key Contributions:

- Commanded a high-level technical unit, leading a team of 25 soldiers
- Initiated and developed (mostly alone) a groundbreaking project, which earned me the Chief of Intelligence Prize for Creative Thinking. This project had a significant impact on Israel's intelligence-gathering capabilities and contributed to national security.

## Education

**1989 - 1992 M.Sc. in Computer Science, Computer Science Faculty, Technion, Israel.**
Research in the area of distributed networks. Thesis titled "Counting Networks".

**1986 - 1989 BA in Computer Science, Computer Science Faculty, Technion, Israel.**
Received with distinction**.**

## Prizes and Scholarships

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|---|---|
| **2025** | Outstanding academic achievements award, HIT |
| **2015** | 2 Best final projects awards – Software Engineering and assistance to society, Afeka |
| **2014** | 3 Best final projects awards – Software Engineering, Electrical Engineering and multi-disciplinary - Software and Medical Engineering, Afeka |
| **2013** | 2 Best final projects awards – Software Engineering, and multi-disciplinary - Software and Medical Engineering, Afeka |
| **1997** | Israel Prime Minister prize for computer software, Kneset, Israel. |
| **1991** | Chief of Intelligence prize for creative thinking, IDF |
| **1989 - 1992** | Master's degree scholarship, Technion, Israel |
| **1988 - 1989** | Dean's scholarship for honored students, Technion, Israel |
| **1987** | President's scholarship for honored students, Technion, Israel |

## Publications

- Mental Health: The disease after the disease, 22nd, Dead Sea conference, part of the organization committee, The Israel National Institute for Health Policy, June 2024. Link
- V. Aharonson, R. Rousseau & E. Aharonson. "Automated Smartphone Keyboard Error Corrections". In International Conference on Applied Human Factors and Ergonomics (pp. 574-580). Springer, Cham. July 2018.
- V. Aharonson, S. Mualem & E. Aharonson. "Harnessing Music to Enhance Speech Recognition". In International Conference on Applied Human Factors and Ergonomics (pp. 390-396). Springer, Cham. July 2018.
- V. Aharonson, E. Aharonson, K. Raichlin-Levi, A. Sotzianu, O. Amir & Z. Ovadia-Blechman, "A real-time phoneme counting algorithm and application for speech rate monitoring". Journal of Fluency Disorders, 51, 60-68 (2017).
- K. Raichlin Levi, A. Sotzianu, O. Amir, E. Aharonson, Z. Ovadia-Blechman, "Mobile Application for Real Time Monitoring of Speech Rate Based on Phoneme Segmentation Techniques", Paper presented at the 2014 Afeka Conference for Speech Processing, Tel-Aviv, Israel, July, 2014.
- E. Aharonson, V. Aharonson, T. Porat & V. Silber-Varod, "The Perceptual Effect of Prosody in Voice-activated System Responses", Paper presented at the 2012 Speech Processing Conference, Tel-Aviv, Israel, June, 2012.
- E. Aharonson & V. Aharonson, "Multimodal Interfaces for Mirco User Actions," Paper presented at Speech Processing Conference 2011, Tel-Aviv, Israel, June, 2011.
- E. Aharonson and H. Attiya, "Counting Network s with Arbitrary Fan-Out", Distributed Computing, Vol. 8, No. 4, pp. 163-169.
- E. Aharonson and H. Attiya, "Counting Networks with Arbitrary Fan-Out", 3rd Symposium on Discrete Algorithm, 1992.
- E. Aharonson, "Counting Networks", M.Sc. Thesis, Computer Science faculty, Technion, Israel, 1992.
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## Patents

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- Eran Aharonson, Yuval Davidor, Doron Davidov, Gabriel Ilan: Handwriting recognition system using substroke analysis. Art Advanced Recognition Technologies, January 2002: US 6339655
- Eran Aharonson, Boaz Aviad: Points based handwriting recognition system. Art Advanced Recognition Technologies, May 2004: US 6731803
- Eran Aharonson: Handwriting data input device with multiple character sets. Nuance Communications, February 2007: US 7177473
- Amit Baruch, Ran Mochary, Itay Riemer, Nir Ben-Dor, Tal Yadid, Eran Aharonson: Voice control system with multiple voice recognition engines. Art Advanced Recognition Technologies, April 2007: US 7203651
- Eran Aharonson, Itay Riemer, Eran Dukas: System and method for intuitive user interaction. Intuitive User Interfaces, May 2011: US 20110106736 – Pending
- Amir Bassan-Eskenazi, Naftaly Sharir, Ofer Friedman, Gili Elias, Giora Sussman, Eran Aharonson: Managing a Sphere of Wireless Tags. Pixie Technology. Pixie Technology. December 2016: US 9519812
- Amir Bassan-Eskenazi, Naftaly Sharir, Ofer Friedman, Gili Elias, Giora Sussman, Eran Aharonson: Hybrid Wireless Tag Based Communication, System And Applications. November 2013: US 20140145831 - Pending
- Amir Bassan-Eskenazi, Ofer Friedman, Eran Aharonson: Method for Finding Objects. February 2015: US 20150243158 – Pending

- Eran Aharonson, Yuval Kaminka, Oded Zewi, Amitay Dobo: Method and apparatus for an adaptive and interactive teaching of playing a musical instrument. Simply (Formerly known as Joytunes). June 2023: US 11670188
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- Eran Aharonson, Yuval Kaminka, Oded Zewi, Amitay Dobo: Method, device, system and apparatus for creating and/or selecting exercises for learning playing a music instrument. Simply (Formerly known as Joytunes). April 2024: US 11672693
- Eran Aharonson, Oded Zewi, Yoav Biderman, Yariv Bandiel, Yuval Kaminka, Saggi Daviv Messer, Or Yotvat Gafni, Anatoli Tsinovoy: Crowd-based device configuration selection of a music teaching system. Simply (Formerly known as Joytunes). December 2020: US 12243437
- Eran Aharonson, Tal Zvi Weinberg, Gil Zalsman: System and method for monitoring human activity. November 2020: WO2022113030A1 – Pending
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- Amitay Dobo, Yoav Biderman, Bar Almaketes, Eran Aharonson, Oded Essner, Almog Segalis; Device, system and method for providing auxiliary information to displayed musical notations. Simply (Formerly known as Joytunes). February 2022; US 2023024536 – Pending
- Matan Gover, Oded Zewi, Eran Aharonson; System and method for generating and/or adapting musical notations. Simply (Formerly known as Joytunes). November 2023: US 20230377540 – Pending
- Eran Aharonson, Maayan Malka, Oren Agami; Omer Wodnizki; Virtual, augmented or mixed reality instrument teaching system. Simply (Formerly known as Joytunes). September 2023: US 2030306867 – Pending
- Eran Aharonson, Maayan Malka, Oren Agami, Omer Wodnizki, Gil Jacob Peled, Oded Zewi, Yuval Kaminka, Nathaniel Yankelevich, Maxim Sorin, Yotam Samuel; Virtual, augmented or mixed reality instrument teaching system. Simply (Formerly known as Joytunes). November 2023: US 2030386155 – Pending

## Conferences

- Lectured in numerous international professional conferences all over the world, mostly in the area of cellular handsets, mobile world, user interaction and natural recognition technologies. Examples can be seen:
  - HIT – Moment for the Soul Lecture Series, 2023 (Lecture Series – following October 7th)
    Lecture: https://youtu.be/L3K5On5ENvo
  - Seminar on Technology and Influence on everyday life – Open University - 2014
    Presentation: https://www.youtube.com/watch?v=03qdQHvzE7A
  - UPA Israel 2011
    Lecture: http://www.slideshare.net/ohadinbar/upa-israel-event-2011-eran-aharonson
    Presentation: https://www.youtube.com/watch?v=UOTNcnbSpd8

## Volunteering and Mentorship

- **Restart**:
  Restart empowers wounded IDF soldiers and veterans by leveraging the strength of teamwork to foster physical and emotional recovery, particularly for those dealing with PTSD. I serve a few times as a mentor in their six-month mentorship program, working closely with wounded soldiers, many of whom are grappling with PTSD.
- **8200** **Beta:**
  Mentoring young hi-tech employees with Ethiopian roots (Beta) via 8200 community.
- **Techstars**:
  I have mentored several startups through the Techstars accelerator program, providing guidance and support to help them grow and succeed.
- **OnoVation** – Ono Academic College Entrepreneurship Program
  I have mentored one of the teams – specializing in tourism for main sports events – such as marathons, triathlons, etc.
- **MusicTech** - Afeka – Rimon Music Technology Hackathon:
  I have mentored multiple teams during the Afeka-Rimon Music Technology Hackathon, assisting them in developing innovative music technology solutions.
- **Geha Mental Health Institute**:
  I was a member of the innovation team at Geha. I contributed an idea and patent aimed at preventing suicides in showers and bathrooms. Additionally, I led numerous student projects from Afeka engineering college across various departments, many of which have since concluded.
- **Nobel Lectures for Excellence in Education** – Learning with Scientists:
  I developed and delivered two national-level lectures for schools across the country, focusing on:
  - The mobile world
  - The magic of the human brain

## Activities and Interests

- Long distance running – 13 full marathons
- Hiking trips
- Wine making
- Culture – cinema, theatre, books, music, etc.