

Dor Ben Dor - Game Developer

Curriculum Vitae

Yiron, Israel, 1385500

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[Website](#) | [LinkedIn](#) | [GitHub](#)

Skills

Game Design, C#, Unity Engine, Code Architecture for Games

.NET Framework, C\C++, Office\Google Core Applications, Unreal Engine, Math, Algorithms

Photoshop, WPF

Autodesk Maya, Illustrator

Experience

April 2019 - PRESENT

Freelance - *Game Developer, Designer & Consultant*

- Worked in a variety of projects, both as a designer and a developer
- Multiple clients in multiple areas of expertise
- Bringing innovative solutions to client problems

April 2019 - Jun 2024

Tiltan College - *Adjunct Lecturer & Head of the Game Development Academic Specilization Program*

- Lecturer for Game Design & C#
- Taught 4 core courses
- Interviewed students and new staff members
- Synchronized curriculum between the different lecturers and made sure the B.A is clear and cohesive
- Adopted game features into my courses, such as achievements and repeatable quizzes

June 2021 - Novemember 2021

Ready Steady Games - Lead Developer

- Led a team of 3 developers into the indie apocalypse
- Was a core part of the design team and the decision making behind the game

May 2017 - April 2019

KubiyaUX - Software Developer

Worked directly with 'Elbit Systems, Aerospace Division' and provided tremendous results in a fast pacing, demanding R&D environment.

Education

MONTH 20XX - MONTH 20XX

College Name, Location - *Degree*

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Languages

English - Excellent

Hebrew - Mother Tongue

Army Service

Tank Commander at the Armored Corps, IDF.

Clientele

Ouzo - Level Design

Elbit Systems - Software Development, Simulation Development

Raizoo, Squareloot - Game Design

Neuroderm - Game Development

PlayWorks - Game Design

Gavra Games - Development

Supersky - Developer & Designer

Novos - Developer

Xternity - Developer

Ludeo - Game Developer and Technical Consultant

SciPlay - Game Developer & Technical Design

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