

Dor Ben Dor

Israel



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Summary

My first real experience as a Game Designer was at the age of 5 when due to the warranted prohibition of the family's computer I had to port my favorite game back then, Heroes of Might and Magic: A Strategic Quest, unto the floor tiles of our house (solid KPI's btw).

Game Design is not only my profession, it is my hobby, my passion, and my mindset. I cast myself into any design, I direct others to match my vision and improve upon it, and I breathe the gameplay and the core values which make games truly interesting.

Experience



Game Director

SuperSky Games

Feb 2022 - Present (5 months +)

Leading the development, production, and design of Summoners Origins - a unique action-packed ARPG. This means I'm a literal Dungeon Master!

- Paving a new way into crypto gaming by understanding the design space
- Creating valid and self-sustainable virtual economies
- Consulting for other projects economy design



Head of the Game Development Academic Specialization Program

Tiltan School of Design & Visual Communication

May 2022 - Present (2 months +)

- Consulter to the head of the Game Dev School on anything related to the technical side of Game Development
- Adjusting curriculum according to contemporary industry needs
- Syncing content between the many different courses
- Introducing healthy pipelines for the sustainability and quality of the curriculum



Adjunct Lecturer Game Design | Game Development

Tiltan School of Design & Visual Communication

Oct 2020 - Present (1 year 9 months +)

- Teaching C# basics and advanced topics
- Infesting the minds of young designers with meaningful Game Design principles
- Focusing on core games and truly meaningful gameplay
- Striving for higher standards each passing year
- promoting the use of good LMS systems and contemporary teaching idioms
- Gamified courses with achievement systems and dynamic difficulty adjustment per student



Lead Developer

Ready Steady Games

Oct 2020 - Feb 2022 (1 year 5 months)

- walked into the fray with hard core indie development
- managed a small team of kick ass core game devs
- introduced innovative technical workflows and improvements to the production pipeline



Game Developer

Gavra-Games

Apr 2020 - Oct 2020 (7 months)

- Provided play services such as the management of items, resources, and more
- Extensive work with PlayFab
- Improved source code with innovative Game-Specific design patterns

Skills

Game Design • Unity • C# • Game Development • Software Development • User Experience • Programming • UI • Lighting • Adobe Photoshop