Yitzchak Cohen

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UNITY DEVELOPER & GAMEPLAY PROGRAMMER

SUMMARY

Game Developer with **4 years of experience, specializing in gameplay programming, Unity UI** and debugging with a strong focus on object-oriented programming. Strong problem-solving and critical thinking skills, along with the ability to analyze complex systems that stem from an engineering degree and experience. Enjoys learning and applying new technologies.

SKILLS & ABILITIES

- Proficient with **Unity** Game Engine in developing video games and coding in **C#**
- Strong object-oriented programming (OOP) skills prioritizing robust, scalable applications and clean code
- Released games on **WebGL** and **mobile** platforms
- Proficient in **debugging** games in both **C#** and in the **Unity** editor
- **Git** for version control
- **API** development with **.NET Core**
- **SQL** for database queries, updates, and stored procedures
- Web development with **HTML**, **CSS, TypeScript** and **Angular**
- **Agile** software development with Microsoft Azure DevOps, Jira & Notion
- Strong **communicator** and team player
- **AWS** for hosting a dedicated **Linux** Valheim game server

RELEVANT EXPERIENCE

Video Game Developer (Remote)   June 2021 – March 2023
Gwoop Inc. (eSports Training Platform), Minneapolis, USA

- Managed the existing portfolio of games including the WebGL library and mobile app.
- Designed and developed new games for the Gwoop platform.
- Implemented updates and improvements to the games in Unity.
- Created tools in Unity to improve the efficiency of the development cycle.
- Updated the platform API and website to align with game changes.
- Built a Unity-based mobile app for both Android and iOS.
- Optimized WebGL game performance using the Unity profiler.
- Developed SQL stored procedures for game data retrieval.
- Contributed to bug fixing, API changes in C#, database verification in Microsoft SQL Server, and implementing website updates in HTML, CSS, Typescript and Angular.
- Collaborated with the team utilizing agile software development principles, contributing to planning and executing new features for the platform.
- Met deadlines consistently and adjusted to constantly changing requirements in a fast-paced start-up environment.
- Performed QA tasks and code reviews.
- Managed code versioning with Git.

Game Development, Teaching Assistant & QA Content Reviewer   Nov 2020 - Present
GameDev.tv

- Support students in the GameDev.tv Unity Multiplayer: Intermediate C# Coding & Networking & Make Online Games Using Unity's NEW Multiplayer Framework courses.
- Debug students' projects in Unity, C#, Unity Netcode for GameObjects, Unity Gaming Services (UGS), and Mirror-Networking netcode.
- Guide students through bug resolution and deeper material understanding.
- Review new courses for content and quality assurance.

Unity Developer – Portfolio Projects   December 2018 – June 2021

- Designed and developed a 3D mobile puzzle game in Unity 3D and C#.
- Showcased game on Simmer: https://simmer.io/@Sir_Yitz/the-floor-is-lava
- Completed a freelance project, creating a 3D data visualizer for the client.
- Developed personal game projects and prototypes.

Mechanical Design & Application Engineer   October 2017 – June 2021
Mechanical Devices – Advanced Thermal Solutions, Haifa, Israel

- Designed custom components using SolidWorks 3D modelling software.
- Communicated with the sales team and customers to understand their needs and meet their engineering requirements.
- Supported a multidisciplinary team including manufacturing, sales, and engineering.
- Worked on many projects simultaneously, staying organized and prioritizing projects to complete them in an efficient manner.

***Computer Technical Assistant*, Vestibular Gaze Control Lab**   October 2015 – To April 2017
Department of Physiology, McGill University, Montreal, Canada

- Updating data analysis MATLAB code, including designing and implementing GUIs, and improving user-friendliness and versatility for different experimental setups.

Research Assistant - ABC Robotics Initiative   Summer 2015
Ben Gurion University of the Negev, **Israel**

- Running tests on a robotic system and analyzing in MATLAB.
- Improving Windows C# program for running the system.

EDUCATION

Bachelor of Science in Computer Science   Expected Graduation 2026
University of London, UK

- Pursuing a part time degree with a specialization in game development.
- Flexible schedule for studying alongside a full-time position.

GameDev.tv - https://www.gamedev.tv/   2018 – Present

- Completed 16 courses in Unity, C#, Unreal, C++, VR/XR and game development.

Bachelor of Engineering in Mechanical Engineering   Graduated 2017
McGill University, Montreal

- Learned fundamentals of computer programming.
- Implemented scripts in MATLAB for math projects and simulations.