

Avishy Menashe

Gameplay programmer / Producer

Contact

+972 50-325-9000

avishy.menashe@gmail.com

Links

[in/Avishy-Menashe/](#)

[AvishyMenashe.com](#)

Projects

Magnetic Maze

- Solo Programmer.
- **released on Google Play.**
- 3D mobile puzzle game.

Blob Trotter

- Lead Programmer.
- **released on Google Play.**
- mobile 2D isometric puzzle game.

Grime

- Technical Assistance.
- **released on Steam (sold over 150k copies).**
- PC Side scroller souls like Metroidvania game.

Ringers

- Solo Programmer
- **Released on Google Play**
- Mobile puzzle game deep Meta elements.

Raiders

- Lead Programmer.
- 3D first person shooter.
- **Multiplayer** made in **Unreal.**

The Banisher

- Programmer and Lead Producer
- PC Single player Third Person Hack and Slash RPG

* These are some of the game's I've created over the past few years

* Videos and links of these games, and more, at avishymenashe.com

Skills/Software and Programming Languages

C#, Unity Engine

Photon Multiplayer

SDL/SDL2

Engine Programming

Git

Jira/Asana/Trello

C++, Unreal Engine, Unreal multiplayer

VR

OpenGL/Vulkan

3D mathematics

Notion

Scrum/Waterfall

Work Experience

2020-today **"Clover Bite Studio" Tiltan School of Visual Design and Communication, Haifa, Israel**
Production manager, Game Programmer, IT.

2020-2021 Private tutoring of junior high school students in Video Game Programming.

2019 **Tiltan School of Visual Design and Communication, Haifa, Israel**
Work as a telephone marketer, advising and setting up meetings.

Education

- 2021-present **ArtFX School of Digital Arts in Montpellier, France**
Studies for a Master's degree in Video Games.
Specializing in Gameplay Programming (C#, C++, Unity engine and Unreal Engine) and in Production.
- 2018-2021 **Tiltan School of Visual Design and Communication, Haifa, Israel**
Studies for a BSc in Game Design and Development.
Specialized in Gameplay Programming and Production.
- 2012-2015 **Reut High School of the Arts, Haifa, Israel**
Graduated with a full matriculation certificate with expanded course work (34 study units).
Advanced studies in photography and History.
- 2009-2012 **Reut Junior High School of the Arts, Haifa, Israel**
Expanded studies in Music.

Military Service

- 2015-2018 Full Military Service, Israel Defense Force, Tel Nof Airforce Base.
Full service as a "Level A" Yassour helicopter mechanic (level 10).
Finished my service with honors at the rank of "Staff Sergeant".

Languages

Hebrew, Mother Tongue, Israeli Citizenship

English, Mother Tongue, USA Citizenship

Additional Activities

- 2022-present **Teaching assistant** in "Tiltan School of Design and Visual Communication".
Game Design and **C++ Unreal** Courses.
- 2020-2021 Participation in an extra-curricular program (Tafik) **simulating a real-life studio**, creating games with potential **marketing feasibility**.
Coordinator of the program managing as many as **seven teams simultaneously**.
- 2019-2020 Teaching game development and design to junior high school students **with behavioral and social** difficulties.
- 2019 Participation in an educational trip to **Poland** in which we visited and had discussions with top executives from several **world-renowned game studios**.
- 2018-2021 Participation in **8 Global Game Jams / Local Hackathons**. Received **first place in 3** of them. One of the Hackathons aimed to create games for people with **ADHD**.