Avishy Menashe

Gameplay Programmer and Producer

From gamer to game maker: 20+ years playing, 5+ years developing. I aim to become a leader and passionately grow our field to new heights!
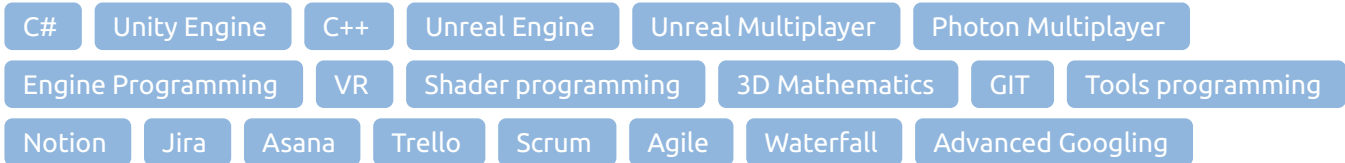
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📍 Haifa, Israel

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SKILLS & SOFTWARE

C# | Unity Engine | C++ | Unreal Engine | Unreal Multiplayer | Photon Multiplayer
Engine Programming | VR | Shader programming | 3D Mathematics | GIT | Tools programming
Notion | Jira | Asana | Trello | Scrum | Agile | Waterfall | Advanced Googling

EDUCATION

MSC in Video Game Production and Development
ArtFX School of Digital Arts (full achievement scholarship)

09/2021 - 05/2023   *Montpellier, France*

Study Description

- Two year MSC program focused in the fields of AI, VR, Engine Programming, Pure C++, C#, Unity Engine, Unreal Engine, Graphics Programming, etc...
- Specialization in Gameplay Programming and Production.
- Developed an Unreal Engine Multiplayer FPS simulating a "AAA" production pipeline. Won 3 out 4 prizes at the graduation ceremony.

BSC in Game Design and Development
Tiltan School of Design and Visual Communication

10/2018 - 06/2021   *Haifa, Israel*

Study Description

- Three year BSC program specializing in Production, Gameplay Programming and Game Design.
- Graduated the top of my class and received full scholarship for my MSC.
- In my second year, I was accepted as an employee at Clover Bite Studio as a Gameplay Programmer.

High School
Reut High School of the Arts

09/2012 - 06/2015   *Haifa, Israel*

Studies

- Graduated with a full matriculation certificate with expanded course work (34 study units).
- Advanced studies in photography and history.

Junior High School
Reut Junior High School of the Arts

09/2009 - 06/2012   *Haifa, Israel*

Studies

- Expanded studies in Music. Participated in 3 orchestras including the Israeli Youth Orchestra.

WORK EXPERIENCE

Lead Gameplay Programmer, Producer
Clover Bite Studio

04/2020 - Present   *Haifa, Israel*

Responsibilities

- Played key roles as a Gameplay Programmer and Producer in various Mobile and PC projects - managed both the development teams and communications with other departments.
- Developed high-performance gameplay systems and engine tools, with a strong focus on documentation and easy onboarding.
- Led cross-disciplinary teams to build systems, mechanics and pipelines that achieved project goals.
- Directed projects for external and work-for-hire clients under strict deadlines and cultivated productive partnerships.
- Managed schedules and costs for multiple projects, considering time, budget, and unexpected challenges.
- Presented creative ideas for project development and delivery across various studio projects.
- Collaborated with fellow producers to optimize project pipelines and enhance efficiency.
- Implemented strategies to boost production efficiency, specializing in scrum and agile frameworks.
- Established collaborations with industry-leading publishers such as Voodoo, Kwalee, Lion, Crazy Labs, and more.

Contact : Ofir Katz - ofir@tiltan.co.il

Private Tutor
Self Employed

01/2020 - 03/2021   *Haifa, Israel*

Responsibilities

- Tutored junior high school students in Video Game Programming.

Telemarketer and Student Advisor
Tiltan School of Design and Visual Communication

01/2019 - 12/2019   *Haifa, Israel*

Responsibilities

- Reaching out to new students and setting up meetings on the school campus.
- Accompanying students in the first months of their studies.

Contact : Erez Issacharoff - erez@tiltan.co.il

PROJECTS

Additional games on my website ⬀
- https://www.avishymenashe.com/

Grime ⬀
- Metroidvania action-adventure "souls" like RPG.
- Technical assistant and programmer.
- Developed over 4 years - 200K+ copies sold.
- C# and Unity.
- Available on Steam and Consoles - https://store.steampowered.com/app/1123050/GRIME/

Magnetic Maze ⬀
- 3D Mobile Hyper-Casual Puzzle Game
- Solo Programmer
- C# and Unity.
- Available on Google Play - https://play.google.com/store/apps/details?id=com.CloverBite.MagneticMaze&hl=en&gl=US

PROJECTS

Raiders ⬀
- 3V3 Multiplayer FPS.
- Lead Gameplay and Networking programmer.
- C++ and Unreal.
- Available on Itch IO - https://artfx-school.itch.io/raiders

Blob Trotter - Mobile 2D ⬀
- Mobile Puzzle Educational Game about Blobs.
- Lead Programmer.
- C# and Unity.
- Available on Google Play - https://play.google.com/store/apps/details?id=com.DefaultCompany.BlobTrotter&hl=en&gl=US

Banisher
- Third Person Hack and Slash RPG.
- Lead Producer, Game Designer and Lead Programmer.
- C# and Unity.

Ringers ⬀
- Mobile Casual Puzzle Game.
- Solo Programmer.
- C# and Unity.
- Available on Google Play - https://play.google.com/store/apps/details?id=com.CloverBite.Ringers3D&hl=en&gl=US

Ring Match ⬀
- Mobile Hyper/Hybrid Casual Puzzle Game.
- Solo Producer and Solo Programmer.
- C# and Unity.
- Available on Google Play - https://play.google.com/store/apps/details?id=com.CloverBite.RingMatch&hl=en&gl=US

MILITARY SERVICE

Full Military Service, Israel Defense Force, Tel Nof Airforce Base. (12/2015 - 03/2018)
Full service as a "Level A" Yassour helicopter mechanic (level 10).
Released with honors as a Staff Sargeant.

ADDITIONAL ACTIVITIES

Teaching Assistant - Tiltan School of Design and Visual Communication (2022 - Present)
Teaching assistant in Game Design and C++ Unreal Courses.

Participation in an Extra-Curricular program (Tafik) (2020 - 2021)
Simulating a real-life studio and creating games with potential commercial feasibility as a student. I was also the coordinator of the program managing as many as seven teams simultaneously. worked with publishers such as Voodoo, Kwalee, Lion Studios and more.

Teaching Junior High School Students (2019 - 2020)
Teaching game development and design to junior high school students with behavioral and social difficulties.

Educational Trip to Poland (2019)
Participation in an educational trip to Poland in which we visited and had discussions with top executives from several world-renowned game studios (cd projekt red, 11 Bit Studios, etc..).

Global Game Jams / Local Hackathons (2018 - Present)
Participation in 10 Global Game Jams / Local Hackathons. Received first place four times. One of the Hackathons aimed at creating games for people with ADHD.

LANGUAGES

Hebrew
Native

English
Native