

Education

2021-2023

ArtFx School of Digital Arts, Montpellier, France

MSc in Video Games. Graduated with honors

Focus: Gameplay, Backend, Graphics Programming and Production.

Graduation project (Raiderz) won first place for game design and technological expertise.

2018-2021

Tiltan School of Visual Design and Communication, Haifa, Israel

BSc in Game Design and Development

Focus: Gameplay Programming and Production

Extras

* **Teaching assistant**, "Tiltan School of Design and Visual Communication".

* **Private tutoring** of junior high school students in Video Game Programming.

* **Participation in and Coordination of** an extra-curricular program (Tafik) simulating a real-life studio and managing 7 cross-functional junior high school students with behavioral and social difficulties.

* **Participation** in a Professional / educational trip to Poland.

* **Participation** in 8 Global Game Jams / Local Hackathons.

Languages

English (native), Hebrew (native);
Citizenships (USA, Canada & Israel).

Military Service 2015-2018

Full Military Service, Staff Sargent, Israel Defense Force, Tel Nof Airforce Base, "Level A" Yassour helicopter mechanic. Honorably Discharged

Summary

Technology leader with 5+ years of experience as a **full-stack** developer specializing in game development and backend architecture. Led cross-functional teams to deliver full-cycle products with **modern front-end interfaces, .NET cloud backends, and full-stack infrastructure**. Proven track record in scaling teams, implementing data-driven features, and aligning engineering with business strategy.

A quick learner, self-motivated, and a strong team player who thrives in collaborative environments.

Seeking a senior leadership role (**CTO, VP Engineering, or Senior Full-stack Developer**) to drive innovation and deliver impactful user experiences.

Work experience

2024-2025 Leia games – VP R&D, Tel Aviv, Israel

- Led and scaled the engineering team, cutting development and delivery time by **50%**
- Collaborated with **C-suite** on roadmap, MVP, monetization, and workflows
- Managed hiring**: Job description creation, interviews, onboarding, and mentorship
- Architected and shipped a **full-stack, multi-game mobile platform** using **ASP.NET Core 8, Entity Framework Core**, and **SQL Server (AWS)**
- Scaled backend systems to support **thousands of concurrent users** and APIs handling **30K+ daily requests**
- Built competitive systems: **Glicko** matchmaking, tournaments and leaderboards
- Integrated **secure payment systems** (**Nuvei, PayPal v2, TriumphPay**) and **Web3** rewards (**Thirdweb, WalletConnect**)
- Built analytics pipelines with **Firebase, GameAnalytics**, and **BigQuery** leading to a **29% boost in Day 7 retention**
- Owned **CI/CD** with **GitHub Actions** and **AWS** for iOS/Android releases

2020-2024 Clover Bite Studio – Senior Developer & Product Owner, Haifa, Israel

- Led development of **multiple original IPs from concept to launch** as both product owner & tech lead
- Mentored** junior developers and aligned engineering with design/art direction
- Coordinated with **top mobile publishers** (Voodoo, Kwalee, Lion) on builds, KPIs, and features
- Contributed to game pitches and **publisher negotiations**, presenting prototypes and feasibility plans for new projects
- Built **core gameplay systems and tools** in **Unity**, including **custom editors** and **content builders** for multiple projects

Skills Summary

- Lead** global engineering teams, hiring, mentoring, and aligning development with product/design
- Plan** roadmaps and budgets, lead technical documentation efforts, and make data-driven product decisions through **Firebase, GameAnalytics**, and **BigQuery**
- Ship** high-quality, **full-stack** products across **iOS, Android, WebGL, desktop**, and **consoles** delivered to App Store, Google Play, Steam, and GOG
- Architect** scalable backend systems with **ASP.NET Core (.NET 6/8), SQL, NoSQL**, and **AWS (Lambda, EC2, S3, RDS, Beanstalk)**
- Design full-stack** architectures, database schemas, and APIs (**C#, C++, EF Core, REST**)
- Implement** secure server-to-server and redirect-based payment with **PayPal (v2), Nuvei**, and **TriumphPay**, alongside **Web3** systems using **Thirdweb** and **WalletConnect**
- Build** cross-platform games and apps in **Unity & Unreal (VR/AR, 2D/3D, and multiplayer)**