



Bar Ronen

GAME DEVELOPER

MY PORTFOLIO  
barziee.github.io

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PERSONAL INFORMATION

Game development student with great ambition to thrive in a team environment.

Searching for a full position in Game design, Tech-art or Product

TECHNICAL SKILLS

- Unity2D
- Unity3D
- C#
- GIT
- MySQL
- Office / Docs
- Adobe XD
- Adobe PS

LANGUAGES

HEBREW NATIVE

ENGLISH FLUENT

WORK EXPERIENCE

- |           |  |
|-----------|--|
| 2021-2022 | <b>GAME PRODUCT MANAGER - R2G Accelerator</b>  |
|           | <ul style="list-style-type: none"><li>● Team and product lead</li><li>● Indie game development for PC</li><li>● Business side handling</li></ul> |

ACADEMIC HISTORY

- |           |   |
|-----------|---|
| 2019-2022 | <b>B.SC GAME DESIGN - Tiltan School of Design</b>   |
|           | <ul style="list-style-type: none"><li>● Unity engine development for Mobile and PC</li><li>● Product - Design and production</li><li>● Unreal engine development</li><li>● Tafik Program - Creating commercial hyper-casual games as an individual studio</li></ul> |

MILITARY SERVICE

- |           |   |
|-----------|---|
| 2013-2016 | <b>RIMON UNIT - Platoon sergeant</b>  |
|           | <ul style="list-style-type: none"><li>● Data management, documentation and statistics</li><li>● War room operator, teams and resources handling</li><li>● Delegation member to the 2016 Israeli-American Conference in Washington, D.C.</li></ul> |