

CHEN OSTROVSKI

PERSONAL PROFILE

Passionate gamer & experienced Unity developer, looking for the next challenge. I am constantly eager to learn new things and seek to thrive in a team environment.

CONTACT INFORMATION

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[LinkedIn](#)
[GitHub](#)

PROGRAMMING LANGUAGES

- C#
- C++
- Java
- PHP
- Python
- MySQL

TECHNICAL SKILLS

- Unity
- AWS
- Android Studio
- Linux

LANGUAGES

- Hebrew - Native
- English - Excellent
- Russian - Excellent

COOL THINGS ABOUT ME

- Judged a game development [competition](#) in my former university.
- I play video games since I was 3 years old.

WORK EXPERIENCE

UNITY DEVELOPER

Moon Active | 2021 - Today

- Implemented client-side features alongside maintaining existing code in the popular game "Coin Master".
- Integrated native plugins for 3rd party services such as Firebase monitoring, crash reporting, analytics, etc.
- Tightly cooperated with the analytics team, investigating data sources and evaluating their significance & make further decisions to enrich our data pools.
- Collaborated with Technical Artists on the integration of creative assets into the game.
- Unity Editor scripting, Scriptable Objects, Asset Bundles and more.

SOFTWARE ENGINEERING INTERN

DocuSign | Summer Internship - 2019

- The project is part of the DocuSign DevCenter, enabling developers to integrate their applications with DocuSign faster and easier.
- Created a program that enables webhook notifications to be received and processed behind corporate firewall without requiring any changes to the firewall.
- Worked closely with AWS Lambda and SQS.
- Created the program in four languages: [Python](#), [Java](#), [C#](#) and [PHP](#).
- See [my blog post](#) for further details about the program.

PERSONAL PROJECTS

TWINE TO UNITY @ [GITHUB](#)

ProBuilder; Twine; Cradle; Unity; C#.

- Comprehensive tutorial that covers the creation of conversation trees and a split plot using Twine for stories and Cradle for Unity integration.
- Includes an example game that demonstrates the conversation between the player and two NPCs built with twine.

FINAL PROJECT @ [CLIENT](#), [SERVER](#)

AWS Lambda; Java; Unity; C#.

- The project is designed to compare the gameplay and design differences between five algorithms that create video game levels automatically, using *Procedural Generation*.
- AWS Lambda backend strictly for execution of said algorithms – clients will not run any algorithms on their personal machine.

EDUCATIONAL HISTORY

ARIEL UNIVERSITY

B.Sc. Computer Science and Mathematics 2017-2021

- Relevant coursework: Game Development - Academic grade: 100