

Eli Zaidman

Game Developer in Unity C#

EXPERIENCE

ApesTDB— *Unity Developer 3D*

February 2023 - Present

Contributed to the UX/UI and core gameplay systems of a mid-core Unity C# game blending third-person shooter and tower defense mechanics. Improved player experience by designing intuitive user interfaces, responsive controls, and seamless gameplay flow.

Collaborated on overall game design, balancing progression, enemy behavior, and combat dynamics. Integrated Firebase for analytics and backend services, and implemented in-game advertising systems to support monetization.

The game is currently in early access, and you can find it on both [iOS](#) And [Android](#)

Clover Bite — *Lead Dev*

August 2022 - October 2023

OPA! - Hybrid casual card-shedding game

Fully developed original Mobile game in collaboration between Clover Bite and Beach Bum.

The sole developer in a team of three people, with a game designer and artist using Unity C#.

OPA! - Achieved over 1 million downloads on [iOS](#) and [Android](#) Platforms.

EDUCATION

Tiltan, School of Game Design and Visual Communications

Graduate student in the “Game Design” dev course.

2020 - 2023

Gained extensive experience on the entire pipeline of building games, from researching the market to planning, developing, and releasing to the Play/App Store, sticking to the industry's best practices.

Collaborated with artist students from the art course (both 2D and 3D), developers, and game designers.

PROJECTS

[Manos - Land Of Bal](#) — 3D dark fantasy Tactical Role Playing Game

3rd year Final project in Production.

As the lead developer and the dev team producer of a team of seven people, of whom three are developers.

[Cyber Platform](#) — 3D FPS Platformer

2nd year, Final project in Game Design.

Lead developer with another dev and 2 artists in a unique, highly accurate gravity and trajectory game with precise jumping physics.

Beer-Sheva/Flexible

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SKILLS

- Unity, including building for Android, iOS, Web, PC, and Samsung Store.
- C#
- Firebase.
- AppsLovin
- AppsFlyer
- Voodoo Services
- Game creation pipeline - Market research, planning, development, and release.
- Source Control.
- Familiarity with pop culture games.
- Cross-functional Teamwork.

LANGUAGES

Hebrew, English, Russian

ARMY

SUV Pilot

Piloted SUV recon drones in military operations for the Artillery Corps of the IDF.