






EYAL RUFEBISEN

eyalrufeisen@gmail.com 
in/eyal-rufeisen 
eyalruf.com 



OBJECTIVE

I wish to become the heart and brains of brave, creative video-game studios and pour myself into the design and the collaboration in order to create gameplay experiences players will adore.



EDUCATION

CMD - Game Design | Hanze University of Applied sciences

2019 – 2023

- Graduated 4 years of games higher education with a final thesis grade of 9.4 (avg 8.4)

Programming Course | Israel Defense Forces

2014 – 2015

- Intense course in which my resolve, intelligence, and learning capabilities were tested.



EXPERIENCE

Founder, Designer, Producer | Unsealed Studios

SEP 2022 – CURRENT

- Built an indie studio during my final year of study – currently on the hunt for funding.

Game Design Intern | Stichting Gamelab Oost

SEP 2021 – FEB 2022

- Designed 3 educational mini games for Cosmos observatory with a 4 people dev team.

Hanze Teaching Assistant & Game-developer | Hanze UAS.

2019 – 2023

- Hanze CMD student teaching assistant (Makerspace).
- Co-developed a COVID-19 awareness game sponsored by Hanze.

Full-stack Web Developer | Mamram, Israel Defense Forces

2015 – 2019

- Development of multiple Command and Control web systems.



SKILLS & KNOWLEDGE

- Game Design (system, technical, content, level).
- Deep grasp of Unity and C#.
- Shallow grasp of Unreal Engine & Godot.
- Adobe suite, Figma, MIRO.
- Agile Methods (JIRA, Slack).
- Collaboration mindset.
- Mindful Communicator.
- Leadership & Initiative.



ACTIVITIES

I have an entrepreneurial spirit and I'm naturally responsible and driven to create. I love nothing more than doing concept brainstorming, as well as swimming in the lakes of game design.