# EYAL
# **RUFEISEN**

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## OBJECTIVE

Making new, creative, and innovative games. Continue growing my knowledge & experience of Game Design & Game Programming.

## EDUCATION

### Software Engineering | Ort Tel-Aviv
2013 – 2014
1-year pre-army software engineering degree.

### Programming Course | 'Mamram/Basmach' IDF's school of computers
2014 – 2015
Half a year course in which my resolve and intelligence were tested extensively.

### Game Design | Hanze University of Applied sciences
2019 – CURRENT
Shifting towards game design & development.

## EXPERIENCE

### Full-stack Web Developer | Matzpen unit, IDF
2015 – 2019
- Development of multiple Command and Control systems (Java, C#, JavaScript, AngularJS, React, Typescript, MongoDB).

### Game Design & Development | Games made can be viewed here or here.
2019 – CURRENT
- Hanze CMD student teaching assistant (Makerspace).
- Participated in multiple Game Jams (36–48-hour game development marathons).
- Co-developed a COVID-19 awareness game for Hanze.

## SKILLS

- Software Development (C#, Java, JavaScript)
- Game Development (Unity especially)
- Game Design Methodology & Research
- Agile Methodologies
- Motivation & Leadership
- Working in Team Environments

## ACTIVITIES

I love working with other people, sharing ideas, and joining our skills together to create something unique. I hone my crafts quickly and efficiently. I want to be a part of and help building strong teams that develop original and remarkable games.