Daniel Kerzman

WHERE YOU CAN FIND ME:

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LANGUAGES

- English ★★★★★
- Hebrew ★★★★★
- Russian ★★★☆

SPECIALIZATIONS

- Game Design & Level Design
- Unity (2D/3D), C# Scripting
- Strong collaboration skills.
- High and complex problem-solving abilities.
- Gameplay Systems & Balancing
- Project Management & Sprint Planning
- UI/UX Mockups & Wireframes

ADDITIONAL SKILLS

- Autodidact
- Analytical Skills
- Communication

ABOUT ME

Creative and technically skilled game designer experienced in Unity and C# scripting. Has a strong background in game development through academic and personal projects. Known for effectively planning features, creating visual mockups, and iterating designs. Works collaboratively with a focus on gameplay balance, UI/UX, and user experience.

PROFESSIONAL EXPERIENCE

Game Designer & Unity Developer
Personal Projects & Academic Work | 2022 – Present

- Designed and developed multiple 2D and 3D games using Unity and C#, focusing on gameplay systems, level design, and user experience.
- Created detailed UI/UX mockups and implemented interactive menus and HUDs.
- Worked collaboratively in group projects during studies, including leading roles in level design, iteration cycles, and gameplay balancing.
- Conducted user testing and incorporated feedback to refine mechanics and difficulty scaling.
- Managed sprint planning, asset organization, and feature documentation to maintain workflow efficiency.

ACADEMIC BACKGROUND

Associate Degree in Game Development
Tiltan School of Design and Visual Communication | 2022 - 2024

- Coursework: Game Design Principles, Programming for Games (C#, Unity), Visual Communication, and Interactive Media Development.
- Projects: Collaborated on and led game development projects, focusing on level design, scripting, and user experience testing.
- Achievements: Recognized for innovative project contributions and teamwork in academic group assignments.