Daniel Kerzman

Game Designer

WHERE YOU CAN FIND ME:

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SPECIALIZATIONS

- C# ★★★⯪☆
- Unity ★★★★☆
- SQL ★★★☆☆
- Unreal Engine 5 ★★★☆☆

LANGUAGES

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

- Experienced in game design and production, showcasing effective team and time management skills
- Demonstrate excellence in customer service

CAREER OBJECTIVES

Dedicated and passionate game development student with a strong foundation in **C#** and **Unity**. Eager to leverage programming skills in a **Game Designer** role. Demonstrated leadership and innovation in game design and production.

PASSION PROJECTS

- Development of, Apocalypse Barrage: Undead Onslaught, a mobile bullet hell game using Unity.
- Creation of real-time strategy games using Unity.
- Design of a first-person shooter game infused with fantasy elements.

ACADEMIC BACKGROUND

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

- Assisted multiple school projects in the capacity of Game Designer and Producer, leading projects to reach the best possible outcomes with what we have.
- Demonstrated proficient skills in conceptualization, design, and implementation through the independent development of diverse game projects using C#.
- Notably, I was given the lead to create a 3D Real Time Strategy game in Unity, called Infected Frontiers, overseeing scripting, character design, and level layout.

PAST WORK EXPERIENCE

I've served in the army for 2.10 years in an intelligence unit. Worked at multiple places in different roles ever since I was around 16, them being a general worker at an arcade or at an extreme park for children. I am currently employed in a full time job in sales.