

# Gal Phillip Afik

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## Technical Summary

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### Programming Languages

C++ (4 yrs.), C# (5 yrs.), Java, Python, PHP, JavaScript, MySQL

### Software

Unreal Engine (3-5), Unity, GameMaker (2-Studio), Godot, Git/Perforce, Adobe Photoshop CC, Visual Studio, JetBrains Rider, SQL Server, Oracle SQL Developer, Android Studio, Asset Forge, Asprite

### Certifications

- ❖ C++ Certified Associate Programmer (C++ Institute) Oct 2018
- ❖ Certified Associate in Python Programming (Python Institute) Oct 2018
- ❖ Oracle Certified Associate, Java SE 7 Programmer (Oracle) Jan 2016

## Professional Experience

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**Staff Serious Games Developer**, Applied Research Associates – Virtual Heroes Nov 2020 – Jul 2024

- ❖ Developed VR/MR game-based training and educational simulations that target public and private sector clients.
- ❖ Led projects using Unreal Engine, specializing in Blueprints and native C++ development.
- ❖ Collaborated closely with art and design teams to iterate on gameplay features and prototypes.
- ❖ Designed and implemented intuitive UI/UX features and enhanced NPC interactions.
- ❖ Spearheaded the integration of MetaSounds technology for enhanced audio realism.
- ❖ Facilitated client meetings, product demos, and attended industry conferences for customer outreach.
- ❖ Promoted team cohesion through organization of social events and off-hour communications.

**Founder**, Mythos Interactive Apr 2019 – Present

- ❖ Founded and operate a studio specializing in 2D and 3D game development using Unity and Unreal Engine.
- ❖ Received Editor's Choice accolade on Simmer.io for innovative game designs.
- ❖ Directed the design and implementation of UI/UX, audio, assets, and gameplay mechanics.
- ❖ Managed a small multidisciplinary team including designers, producers, and testers.
- ❖ Led post-release marketing campaigns and community engagement efforts.

**Software Engineer**, Deutsche Bank Feb 2019 – Nov 2020

- ❖ Developed and maintained SQL Server Integration Services for critical financial Oracle databases.
- ❖ Managed version control procedures and pipelines for international teams.
- ❖ As Scrum Master, led sprint rituals in an agile environment for an international team based out of the US, London, and India.
- ❖ As Technical Information Security Officer, oversaw security-related approvals and operations for projects.
- ❖ Organized team engagement events including a global hackathon with 200+ participants.

**Campus Coordinator**, Zaniac Learning Sep 2018 – Feb 2019

- ❖ Instructed STEM-based programs for K-8 students, focusing on game design, programming, and robotics.
- ❖ Supervised daily operations, ensuring campus efficiency and student safety.

**Associate Developer**, Quotient, Inc. May 2016 – May 2018

- ❖ Developed a NoSQL database management system that controlled Smithsonian Institution proprietary artifact records data.
- ❖ Created a configurable education and training center that allows site users to view richly formatted multimedia courses and participate in assessments and online group projects.
- ❖ Designed content management interfaces for museum exhibits, enhancing visitor experiences.

## Education

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**B.Sc. Information Systems**, University of Maryland, Baltimore County

May 2016

## Other Interests

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**Graphic Design:** Creating client-facing materials using Adobe Creative Suite, specializing in logos and web design.

**Computer Assembly and 3D Printing:** Providing technical support and optimized configurations for PC builds and 3D printers.

**Game Design Theory:** Exploring the principles of game design through books, podcasts, and video essays.

**Level Design:** Designing levels for games with respect to smooth player progression and appropriate difficulty curve, including modding levels for Unreal Tournament 3.

**Interactive storytelling:** Writing and facilitating branching narrative paths and player-driven choices in a tabletop role-playing setting.