

Gal Phillip Afik

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Profile

An enthusiastic, goal-driven programmer with a knack for quick study. Rooted in an Object-Oriented Programming background and well-versed in design patterns. Proven success engineering solutions for large-scale web-applications and interactive software solutions. Passionate about video games and the future of the interactive medium.

Technical Summary

Programming Languages

C#, C++, Java, Python, Shell Scripting, Blueprint Scripting, PHP, Javascript, XML, MySQL, Oracle SQL, GML, cg/HLSL.

Software

Unreal Engine 3/4, Unity, GitHub, Drupal, Wordpress, Twitter Bootstrap, Zurb Foundation, BitBucket, JIRA, Confluence, Trello, Slack, jQuery, AJAX, Adobe Photoshop CC, GIMP 2.0, Visual Studio, SQL Server Management Studio, Oracle SQL Developer, Cura, Arduino Studio, GameMaker 2/Studio 2, Android Studio, Asset Forge.

Certifications

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

Professional Experience

Founder, Mythos Interactive Apr 2019 – Present

- ❖ Design and publish 2D and 3D games made in the Unity Engine, receiving the Editor's Choice accolade from Simmer.io and placing near the top of multiple game jams competitions.
- ❖ Design and implement user-interfaces, sound design, graphics, and gameplay.
- ❖ Model 3D assets using Blender and Asset Forge.
- ❖ Develop games using the GameMaker Studio 2 suite of tools.
- ❖ Manage and lead a group of designers, producers, and testers in creating small-scale projects.
- ❖ Lead post-release advertising efforts.

Software Engineer, Deutsche Bank Feb 2019 – Present

- ❖ Develop and maintain SQL Server Integration services that help upkeep critical financial Oracle databases.
- ❖ Enhance and maintain version-control procedures and pipelines for several international teams.
- ❖ As Scrum Master, organize and facilitate sprint planning, daily stand-ups, reviews, retrospectives, demos and other Scrum-related responsibilities for an international team based out of the US, London, and India.
- ❖ As Technical Information Security Officer, oversee security-related approvals and operations for multiple projects and servers.
- ❖ Organize team-engagement events and activities, including a global hackathon event for over 200 participants.

Campus Coordinator, Zaniac Learning Sep 2018 – Feb 2019

- ❖ Instructed students (K-8) in various STEM-based programs including Java Programming, Intro to Python, Simple Robotics, 3D Printing and Design, Mathematics, Game-Based Learning, and Game Design.
- ❖ Supervised 15 instructors and over 30 students on a daily basis with a focus on campus efficiency and safety.

Associate Developer, Quotient, Inc. May 2016 - May 2018

- ❖ Developed various internal Java and PHP applications that integrated with a custom NoSQL (json) database including a database management system that controlled Smithsonian Inst. proprietary artifact records data.
- ❖ Created a fully customizable education and training center for site users and project volunteers to view richly formatted multimedia courses and participate in assessments and online group projects.

- ❖ Designed and implemented several content management interfaces for museum exhibits which allowed administrators to create, manipulate, and verify display media associated with every exhibit of the museum

Web Development Intern, Mindgrub Technologies

Jun 2013 - Dec 2013

- ❖ Designed a mobile game for Snyder's Pretzels using built-in device accelerometer and gyroscopic sensors.
- ❖ Implemented a mobile application for Polk Audio using an HTML5/JavaScript and a Bluetooth LTE web API that controls wireless speakers and allows users to set up song playlists cooperatively.

Education

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

May 2016

Other Interests

Graphic Design

- ❖ Design client-facing materials such as logos and web banners for various small businesses using Adobe Creative Suite and GIMP 2.0.
- ❖ Collaborate with clients to build website mock-ups within the initial web implementation process.
- ❖ Edit architectural sketches to account for newly proposed building renovation additions.

Dungeons & Dragons Game Master

- ❖ Plan and prepare documentation and supporting materials for monthly sessions, including story modules, engaging puzzles, and difficulty-curve-appropriate challenges.
- ❖ Coordinate a group of individuals in team-building experiences and manage player engagement.
- ❖ Conceptualize and document exciting adventures, unique worlds, captivating characters, and intriguing non-player interactions.

Computer Assembly and 3D Printing

- ❖ Research computer hardware and trends in order to recommend components based on specific budget constraints and requirements for the purpose of constructing new PC builds.
- ❖ Provide technical and mechanical support for PC owners, including software and hardware installation and maintenance.
- ❖ Assemble and optimize configuration of basic 3D printer systems.
- ❖ Sculpt and optimize three dimensional models for the purpose of printing using Tinkercad, the Cura slicer application, and base Gcode.