

# Gal Phillip Afik

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## Profile

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

## Technical Summary

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### 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, GameMaker 2/Studio 2, Android Studio.

### Certifications

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

## Employment History

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**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.
- ❖ 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.
- ❖ 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.

## Additional Experience

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**Software Design Intern**, CACI May 2015 - Aug 2015

- ❖ Developed a machine-learning algorithm for identifying disparity between sentiments expressed by users on various social media platforms.

**Desktop Support Technician Intern**, Baltimore Air-coil Company Jun 2014 – Oct 2014

- ❖ Managed a large-scale MySQL database containing hardware and software inventory data.

- ❖ Coordinated the purchase, processing, and deployment of hardware upgrades for both corporate headquarters and off-site factory locations, working under strict budget constraints and compliance procedures.
- ❖ Provided technical training and support for over 600 end-users.

#### **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.

#### **Hackathon Competitions**

Feb 2014 – Oct 2015

- ❖ Designed and built Arduino-based gloves that can capture photos using a light-weight camera, activated by specific gestures, placing in the top 10 and presenting on stage in front of over 500 students, professors, and local tech representatives. (*HackUMBC*)
- ❖ Designed and built haptic “awareness bracelets” for the visually impaired using Arduino and the Google Maps Directions API, along with Bluetooth LTE. (*BitCamp*)
- ❖ Implemented a pedometer mobile application that sets gamified objectives for healthy behaviors, as well as awarding achievements periodically, built using Corona SDK and Twitter Bootstrap. (*VTHacks*)

### **Education**

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

May 2016

### **Other Interests**

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#### **Game Design**

- ❖ Design and implement Unity Engine games and simulation projects.
- ❖ Develop two-dimensional games using the GameMaker Studio 2 engine.
- ❖ Study the various functions of Unreal Engine 4 through directed online courses and personal project work.
- ❖ Implement Virtual Reality (VR) perspectives and features in UE4 for a personal game project.
- ❖ Design and user-test tabletop board and card games, including a bringing a card game from concept to prototype and running a Kickstarter campaign.

#### **Dungeons & Dragons Game Master**

- ❖ Plan and prepare documentation and supporting materials for monthly sessions, including story modules, engaging puzzles, and challenge-curve-appropriate levels.
- ❖ 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.

#### **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.

#### **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.