Gal Phillip Afik

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Profile

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

Programming Languages

C++, C#, Java, Python, Bash/Batch Scripting, Blueprint Scripting, PHP, Javascript, XML, MySQL, Oracle SQL, GML.

Software

Unreal Engine 3/4, Unity, GitHub, Drupal, Wordpress, Bootstrap, 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

Software Engineer, Scrum Master, 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 Sep 2018 – Feb 2019

- ❖ Instructed students (K-8) in various STEM-based programs including Java 1 and 2, 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 the display media associated with every exhibit of the museum.

Additional Experience

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 the corporate headquarters, working under strict budget constraints and compliance procedures.
- ❖ Traveled to off-site factory locations in order to inventory and replace malfunctioning PC-based systems.
- ❖ 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 vibrating "awareness bracelets" for the visually impaired using Arduino and the Google Maps Directions API, along with Bluetooth LTE. (*BitCamp*)
- ❖ Implemented a physical activity app that keeps track of steps walked and sets gamified objectives for healthy behaviors, as well as awarding achievements periodically, built using Corona SDK and Android Studio. (*VTHacks*)

Education

B.Sc. Information Systems, University of Maryland, Baltimore County   May 2016

Other Interests

Game Design
- ❖ Design and implement small-scale Unity Engine projects and proof-of-concepts.
- ❖ Work on multiple small-scale 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.