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, 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**

***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**

***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**

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

**Other Interests**

***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.