

RESUME – GUR LADIZHINSKY

OCTOBER 2023

DETAILS

DATE OF BIRTH

09/01/2002

E-MAIL

gurlad2002@gmail.com

LINKS

[GitHub - GurLad](#)

[My website \(Disc-O-Key\)](#)

LANGUAGES

English (C1-C2),

Hebrew (native language),

German (A2)

HOBBIES

Reading (Sci-Fi & Fantasy),
video games (indie), board
games, tabletop RPGs

SUMMARY

I'm a programmer, focusing on video game development. I'm currently a Computer Science undergraduate student.

I'm a hard worker, tenacious, innovative and I love problem solving. Honest, funny, and attentive.

WORK HISTORY

- **Creating animated slideshows using Reveal.js & Manim for Dr. Aviv Censor's video lectures** ([link](#)) (August 2021-September 2022).
- **Summer internship with the Jacobs Technion-Cornell Institute, working on the frontend for a document retrieval system for pediatrics** ([project link](#)) (August-September 2021).

ACADEMIC EDUCATION

- **Technion - Israel Institute of Technology** – Computer Science and Physics student (GPA 88.3) (August 2020-today).
- **Technische Universität Berlin** – student exchange program (September 2022-March 2023)
- **Bar-Ilan University** – Computer Science student (during high school. GPA 90) (July 2018-June 2019).

PROJECTS (MORE ON MY [PORTFOLIO](#))

- **Frogman Magmaborn** ([Steam](#)) – An open-source rogue-like tactical-RPG game (October 2023).
- **Game Jams** – Participated in [Ludum Dare](#) ten times (best: [54](#), [52](#), [49](#)) and Berlin Mini Jam twice (best: [2022-11](#)) (2019-today).
- **Project Climb** – A month-long project where I learned a new language (Haxe) and made a local multiplayer game (May-June 2021).
- **Gravity Banana: Part 1** ([Google Play](#)) – An action-platformer for PC and Android (team project) (January 2019).
- **Crock** ([Google Play](#)) – A puzzle game for PC and Android (team project) (November 2017).
- **October 2013** – Wrote my first line of code.

PROGRAMMING LANGUAGES & TOOLS

- Excellent (over 6 years of experience) with **C#, Unity, WinForms**.
- Good with **Godot, C, C++, Java, Python, HTML**.
- Okay with **JavaScript, TypeScript, Assembly, Haxe**.