

Jonathan Ratzkovsky

TECHNICAL PRODUCTION | GAMEPLAY PROGRAMMING | CROSS-TEAM LEADERSHIP

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EXPERIENCE

• February 2025 – July 2025

TEMA Creative - Lead Unity Developer

- Sole Unity developer for a large-scale interactive installation at the Israel Museum.
- Aligned requirements from **curators, designers, and the technical lead**, translating creative goals into technical solutions.
- Delivered a fully operational, permanent exhibit under strict timelines.
- Worked closely with designers, curators, and technical leads to meet tight delivery deadlines.

• July 2024 – February 2025

Rimon Studio - Android Developer & Team Lead

- Oversaw full-cycle development of **two Android applications** for the Nickwatch smartwatch.
- Led a small development team and maintained continuous communication across art, sound, design, and QA.
- Ensured delivery quality through scheduling, feedback loops, and hands-on technical contributions.

• February 2024 – July 2024

Simbionix / Surgical Science - Unity Programmer

- **Planned and built** an animation control framework integrating real-world sensors for VR medical simulations.
- Unified creative and technical visions across product, animation, and programming teams; **translated goals into actionable plans** and implemented production pipeline improvements to address technical challenges.

• August 2021 - August 2023

Rimon Studio - Unity Developer & QA Manager

- Served as both Unity developer and QA manager for multiple projects.
- Coordinated efforts between programmers, designers, and artists to maintain quality and feature parity.
- Instituted streamlined QA processes and cross-team feedback channels.

SKILLS

Leadership & Coordination: Team Management, Cross-Disciplinary Communication, Agile Workflows

Technical: Unity 3D, C#, Git

Production & Design: Game Design, Feature Planning, UX Collaboration, Milestone Delivery

QA & Optimization: Testing Strategies, Build Validation, Performance Analysis

EDUCATION

September 2017 - July 2020

B.Sc in Computing in Informatics (Game Development Programme)

Vilnius Business College

CERTIFICATIONS

Software Testing Masterclass

Finished the uDemy course for software testing and professional Quality Assurance.

TOEFL iBT - 111

An English level certificate, equivalent to C1 English level.

ACHIEVEMENTS

GMTK 2025 Winner

Top 20 globally out of ~10,000 entries with [Side Effects](#)

Global GJ 2024 Winner

First place, Israeli competition with [Major Doctor Bing Bong](#)