

# Jonathan Ratzkovsky

UNITY DEVELOPER | GAMEPLAY PROGRAMMING | TECHNICAL ART

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## EXPERIENCE

## SKILLS

**Programming:** Unity 3D, C#, Git

**Game Design & Systems:** Gameplay Mechanics, Tech Art, Procedural Animation, Particle Effects

**Art & UX:** UI/UX Design, Visual Integration, Sound Implementation

## 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](#)

### February 2025 – July 2025

#### TEMA Creative – Lead Unity Developer

- Developed an interactive museum installation displaying in real time thousands of images from an AI-sorted database.
- Implemented optimized data handling at runtime
- Implemented touch-based UI for large-scale screens with smooth visual performance.
- Delivered a fully operational, permanent exhibit under strict timelines.

### July 2024 – February 2025

#### Rimon Studio – Android Developer & Team Lead

- Led development of two Android apps for the Nickwatch smartwatch platform.
- Built systems for interactive storytelling and avatar creation with persistent data.
- Managed a junior developer and coordinated across art, design, and QA teams.

### February 2024 – July 2024

#### Simbionix / Surgical Science – Unity Programmer

- Created a modular animation system for VR first-responder simulations.
- Integrated sensor-based motion and realistic humanoid responses in Unity's animation rigging framework.
- Ensured alignment between product, animation, and programming teams by translating creative goals into actionable technical tasks, resolving animation pipeline challenges, and implementing fixes directly in production.

### August 2021 - August 2023

#### Rimon Studio – Unity Developer & QA Manager

- Balanced dual roles in QA management and Unity development.
- Specialized in technical art, creating particle effects and procedural animations.
- Developed games and internal tools, and optimized others, significantly enhancing performance.