

Jonathan Ratzkovsky

UNITY DEVELOPER | GAMEPLAY PROGRAMMING | TECHNICAL ART

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[LinkedIn](#)

[itch.io](#)

[Portfolio](#)

EXPERIENCE

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.

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](#)