

Contact

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Top Skills

Game Design

Unity

C#

Languages

C# (Native or Bilingual)

English (Professional Working)

Hebrew (Native or Bilingual)

Dor Ben Dor

set on making games a seriously playful business

Israel

Summary

I believe in success.

In modern times, we might find ourselves befuddled with this multifaceted concept, yet I have a very strong definition for it. Know me, and you'll know the definition.

I believe in diversity.

I am a varied man doing varied things (a slasher!), each might contain a different element that must be addressed, and each might be afar in the context of theme or school. It used to bother me, but over the years I came to understand how it is part of my nature - how it is part of who I am. Lucky for me, Game Design is the kind of profession that requires just that mindset.

I believe in hard work.

Hard, sometimes joyless work, because sometimes that's exactly what's needed to create the uncompromising results I am after.

I believe in standards.

Be they moral, business, or professional.

I believe problems make the world a better place.

They are like riddles that need to be solved, and if careful and diligent, you might just grow as a person and a professional just by interacting with them with a solid mind.

Experience

SuperSky Games

Game Director

February 2022 - Present (5 months)

Israel

Leading the development, production, and design of Summoners Origins - a unique action-packed ARPG. This means I'm a literal Dungeon Master!

- Paving a new way into crypto gaming by understanding the design space
- Creating valid and self-sustainable virtual economies
- Consulting for other projects economy design

Tiltan School of Design & Visual Communication

1 year 9 months

Head of the Game Development Academic Specialization Program

May 2022 - Present (2 months)

Israel

- Consulter to the head of the Game Dev School on anything related to the technical side of Game Development
- Adjusting curriculum according to contemporary industry needs
- Syncing content between the many different courses
- Introducing healthy pipelines for the sustainability and quality of the curriculum

Adjunct Lecturer Game Design | Game Development

October 2020 - Present (1 year 9 months)

Haifa, Israel

- Teaching C# basics and advanced topics
- Infesting the minds of young designers with meaningful Game Design principles
- Focusing on core games and truly meaningful gameplay
- Striving for higher standards each passing year
- promoting the use of good LMS systems and contemporary teaching idioms
- Gamified courses with achievement systems and dynamic difficulty adjustment per student

Game Overlord

Freelance Game Designer | Game Developer

April 2019 - Present (3 years 3 months)

Israel

I provide Game Development | Design services to various companies in numerous design spaces.

Ready Steady Games

Lead Developer

October 2020 - February 2022 (1 year 5 months)

Israel

- walked into the fray with hard core indie development
- managed a small team of kick ass core game devs
- introduced innovative technical workflows and improvements to the production pipeline

Gavra-Games

Game Developer

April 2020 - October 2020 (7 months)

Tel Aviv, Israel

- Provided play services such as the management of items, resources, and more
- Extensive work with PlayFab
- Improved source code with innovative Game-Specific design patterns

Kubiya UX

Software Engineer

October 2017 - April 2019 (1 year 7 months)

Haifa Area, Israel

- Stationed at Elbit Systems Aerial Division, developing software with the direction of their UX and R&D departments
- Providing custom solutions using a variety of APIs and open source SDKs
- Fluent work with C#, WPF, IoC architecture, and the MVVM architectural pattern
- Fluent work with Prepar3D flight simulator - fully utilizing the software's API and SDK.
- Pushed early on the extensive use of the Unity & Unreal Game Engines

Freelance

Photographer

April 2014 - May 2018 (4 years 2 months)

Israel Defense Forces

Tank Commander

March 2009 - March 2012 (3 years 1 month)

Israel

- Full responsibility for my platoon
- Battle Planning & Tactical Maneuvering
- Full technical knowledge and more than enough training hours on MK 3 Tank
- Taste of leadership in the most challenging situations


