

Curriculum Vitae: Nadav Eisman

Organized, creative, responsible, with high learning abilities and quick perception.
Proven leadership skills. Seeking a full-time position that combines these qualities
and allows for long-term personal development.

Nadav Eisman

Hahetrog 43 Shoham, Birthday: 12.11.1997

Married; 2086444005

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Art Station Portfolio; <https://www.artstation.com/studiorandomguy>

Military Service

2016-2019

Special Unit, Head of Department, Discharged at the rank of Master Sergeant

- Developed and led training programs
- Instructed and accompanied teams
- Wrote and developed training manuals, lesson plans, and operational doctrines
- Collaborated with civilian and security agencies, as well as international entities
- Interfaced with senior ranks

Team Sergeant in Training; Combat Soldier

- Commanded and led a training team
- Held command responsibility in operational activities
- Made decisions and handled operational stress
- Maintained high professionalism and operational readiness in routine and emergencies
- Worked as part of a team

Employment Experience

2020-2021- Procurement Department Manager at "A.N. Shilo" – Building Materials and Technical Equipment Store

- Managed orders and receipt of goods
- Supervised a team of employees
- Conducted inventory counts
- Demonstrated flexible thinking while prioritizing tasks
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2023 -Project at Apple

- Worked with technological tools
- Managed time and prioritized tasks
- Operated under pressure and made quick decisions

2023-Now -Deputy Security Team Manager at AWS Data Center

- Managed a team of approximately 40 security guards
- Developed professional and training manuals
- Trained and certified shift supervisors and security guards
- Conducted job interviews for new candidates
- Managed shifts and handled events in routine and emergencies, maintaining personal and team professionalism
- Collaborated daily with international entities
- Multitasked and prioritized efficiently

Skills in 3D Modeling and Game Development

As part of my studies at IAC College in the 'Game Development and Design' course and further studies in ZBrush, I acquired several skills:

- Proficiency in 3D modeling and sculpting
- Knowledge of 'baking' process from high-poly to low-poly models and texturing
- Creating seamless textures
- Understanding the process of creating game assets and optimizing them for game engines
- Proficiency in Unity as the main game engine, integrating models and textures, and building shaders
- Writing basic scripts and understanding code
- Using Git as part of team collaboration
- Ability to make adjustments according to changes and fully cooperate with team members
- Ability to quickly adapt and understand new ideas, software, and technologies



Education

2012-2015 -Shoham High School; Majored in Environmental Sciences, Art. Full Matriculation Certificate

2020 -Psychometric Test

2022-present - Game Development and Design Course at IAC College

Languages

Hebrew: Native speaker | **English:** Very high proficiency

Additional

- Digital Sculpture Course in ZBrush (IAC College) – 2013
- Full proficiency in software: Photoshop, Substance Painter, Substance Designer, 3DS Max, zBrush, Marmoset ToolBag, Unity
- **References available upon request**