

Alon Talmi

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EXPERIENCE

SUPERSKY GAMES | UNITY DEVELOPER

Yagur | Jan 22 – Present

- Designed and developed new game features in C#
- Integrated NFT assets into the game
- Supported in game design decisions

READYSTEADY GAMES | JUNIOR UNITY DEVELOPER

Yagur | Apr 21 – Jan 22

- Was one of the 3 main developers of the game
- Designed and developed main features of the game
- Supported in game design decisions

OMWISE | ELECTRONICS TECHNIITIAN

Acre | 2018 – 2019

- Assembled advanced electronic equipment for millitary companies (Rafael, Elbit, etc')
- In charge of QA on newly assembled equipment

IDF'S AIR FORCE | F15 AVIONICS ENGINEER

Ramon Base (Mitzpe Ramon) | 2015 – 2018

- In charge of fixing, checking and maintaining critical electronics equipment

EDUCATION

TILTAN COLLEGE | BS GAME DEVELOPMENT

Haifa | Nov 19 - Present

MISGAV HIGHSCHOOL | ELECTRONICS & ROBOTICS

Misgav

SKILLS

PROGRAMMING LANGUAGES C#, C++
GAME ENGINES Unity

PROJECTS

PHANTOM BEASTS | UNITY, C#

<https://www.phantombeasts.studio/>

A single-player campaign and a multiplayer PvP fast action 2.5D shooter