

# SAGIV REUBEN

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[GitHub](#) | [LinkedIn](#) | [Itch.io](#)

## Game Developer Experience

- **Roboshift** | Unity, C# | ([Devlog](#))  
Co-developed a first-person tower defense game with asymmetric level design. Designed dynamic AI, resource management systems, and fortifications like traps and turrets. Focused on story-driven gameplay and player engagement.
- **RTS Game** | Unity, C# | ([Repository Link](#))  
A hobby project used to experiment with multi-layer AI using a Minimax-based decision system and AI-driven unit behavior. One of the challenges was to create a general interface so that both AI and Player can control the units.
- **Minecraft World Generator** | C++, OpenGL | ([Repository Link](#))  
A prototype built to explore 3D engines and rendering pipelines. build a custom **C++** game engine with OpenGL for terrain generation and rendering. Implements Perlin noise for procedural terrain creation.

## Professional Experience

**2021 – 2023 - Layout Designer at “Qualcomm” an industry leader in micro-processors and RF communication chips.**

In my role as a **Layout Designer**, I had to become proficient in Python and Skill (In house language) programming languages all while working with in a Linux Terminal interface. I also had to develop and demonstrate organizational and communication skills such as team work, meeting strict deadlines, and presenting findings and analysis to colleagues. The position required me to:

- Lead my team's presentations in meetings with management.
- Mentor colleagues and debug their code before final submission.
- Find innovative and creative solutions to complicated tasks with strict constraints.
- Explore efficiency boosters to increase my team's and my own productivity.

A notable personal achievement of mine, is that I built a tool to calculate the resistance of a given path in a circuit during the design stage.

## Technical Skills

- **Game Development:** Unity Game Engine, AI Design, Level Design, Gameplay Systems, C# Scripting
- **Programming Languages:** C#, C++, Python, JavaScript, Skill
- **Tools & Platforms:** Git, GitHub, Visual Studio, Vscode, NeoVim
- **Operating Systems:** Linux, Unix, Windows

## Education

**Electronics Practical Engineer**

*Technion Institute, Haifa, Israel | 2018 – 2020 | GPA: 96.1*

## Army Service

**2013 – 2016 Artillery Corps, Artillery Gun Crewman**

- Awarded for outstanding performance by the regiment officer.

## Languages

- **Hebrew:** Native
- **English:** Professional proficiency in written and spoken communication