

Aviv Hauyn

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Summary

Driven and collaborative Unity Game Developer with a strong foundation in 3D art and proficiency in C# programming.

Over two years of experience developing complete games, from concept to playable prototypes.

Adept at identifying and resolving technical challenges to deliver immersive gaming experiences. Excels in innovative problem-solving and effective cross-disciplinary communication.

Eager to leverage skills and experience to contribute to a dynamic game development team and advance in a full-time game development career.

Skills

Unity || C# || OOP || Git || Problem Solving || Shaders || Blender || Game Design

Education

Unity Game Development & Design | 10/2022 - 10/2024 | IAC | Tel Aviv

Skills Developed: Gained expertise in C# development, object-oriented programming, designing engaging game mechanics, and intuitive UI systems.

Project Experience: Developed a complete game each semester. Worked in groups during the last two semesters Responsibilities included designing and implementing game mechanics, UI, Shaders and more

Experience

3D Artist | 04/2021 - 09/2022 | Israeli Air Force

- Collaborated with developers to contribute valuable insights and knowledge.
- Successfully integrated 3D assets—including models, textures, and animations—into the game engine, ensuring seamless implementation and optimal functionality.
- Bridged communication between artists and developers by translating artistic requirements and technical limitations effectively.

Unity Tutor | 08/2024 - Current | IAC

- Tutoring students in Unity and coding (C#, game mechanics, object-oriented programming).
- Guided students through debugging challenges, optimized game performance, and taught best practices for scalable code architecture in Unity.

Freelance Dev | 10/2024 - Current | IAC

- Adding new features, debugging, and optimizing Unity projects to improve performance and user experience.
- Provided consultation on game design and UI/UX decisions, ensuring cohesive and high-quality user experiences..

Languages

Hebrew - Native Speaker | **English** - Full Professional Proficiency