

Aviv Hauyn

0507540744 | avivhauyn@gmail.com | Ashdod

[LinkedIn](#) || [Portfolio](#)

Summary

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

Hands-on experience in developing games from start to finish for over 2 years.

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

Education

Unity Game Development & Design | IAC | Tel Aviv

Course Focus: Unity game development C# programming Game design.

Skills Developed: Proficiency in C# development, Object-oriented programming, Game mechanics design & UI design.

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

Career Aspirations: Prepared to excel in the game development industry Aiming to become a full-time game developer, creating engaging and innovative gaming experiences.

Experience

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

Collaborated with developers to contribute valuable insights and knowledge.

Successfully integrated 3D assets into the game engine, ensuring proper implementation and functionality.

Diagnosed and resolved technical issues during asset creation, promoting a collaborative problem solving environment.

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).

Providing personalized assistance with debugging and code optimization.

Languages

Hebrew - Native Speaker

English - Full Professional Proficiency