Résumé

🏷️ - Yoav Trachtman Cohen

📫 - Israel HaMerkaz (Near Tel-Aviv)

☎️ - +972 50-2176308

📧 - yoavtc2004@gmail.com

🗣️ - English / Hebrew. But I love learning new languages (:

Why I want to work at your company:

I am incredibly passionate about creating games and experiences for me, my friends and others to entertain them, or simply give them joy. I have been writing code since 2018, and I am comfortable on Java and C#, but willing to learn more. I am seeking an exciting position as a game designer at your company to utilize my skills in creating, and help you make a more fun, engaging and interesting product.

My Education:

I am a self taught developer, but I do have actual experience that I gained as a past popular Minecraft server owner and game maker in Unity. I have taken multiple online courses on game design and creation, and am currently reading the book 'Code Complete 2' to help perfect my coding abilities.

My Skills:

- Able to quickly learn and adapt to a new program or environment

- Programming in C# and Java

- Knowledge of the Unity game engine

- Strong understanding of game mechanics, level design, and game balancing.

- Strong communication and team-working/leading skills. Also able to work alone just fine

Past Experiences:

- Owner & Head Developer of CLAYTYNE Minecraft Server
  2020-2022 - https://yoavtc.work/projects/minecraft-server

  - Developed and implemented game concepts, mechanics, and systems.

- Created, maintained and managed the server's community for over two years

- Lead and managed the moderator & creative staff

- Marketed and promoted the server towards regional success

- Worked with Java to create custom made plug-ins

- Wrote, coded and implemented quests into the game

- Balanced the server's in-game economy

Notable Projects:

You can find the complete list of my projects on my website at https://yoavtc.work/

Minecraft Server - https://yoavtc.work/projects/minecraft-server

A two year long project that made me who I am and who I want to be. I have created an experience for the player like no other. An open world RPG with Minecraft's building and surviving fundamentals mixed with my own custom made story, NPCs, quests, boss fights, special items and events for the community. I encourage you to read about it more at the link above.

Chef Shooter **-** https://yoavtc.work/projects/chef-shooter

A simple wave shooter game that introduced me into the game making world of Unity engine.

Pizza Defender **-** https://yoavtc.work/projects/pizza-defender

Also a simple project, it was my first ever mobile game for Android. Its a game where you have to protect your pizza from a bunch of bugs.

My Portfolio Website - https://yoavtc.work/

I learnt HTML, CSS and a bit of JavaScript to make that website from scratch. It was a very fun and teaching experience. I also worked close with my Mother to make the art for the site.