Résumé

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

A Bit About Me:

I am very passionate about creating games and experiences for me, my friends, and others to entertain, give joy and spark the imagination.

I have been writing code since 2018, and I am comfortable with Java and C# but willing to learn more. I want to find a position that will constantly test my skills and make me learn more things.

My Education:

Although I am a self taught programmer, I have been to multiple coding courses and had no issue with the level of code being taught, in fact I was too advanced for some of them.

I also have worked with and managed small teams to create games & maintain communities in the past. A notable example is when I developed, managed & moderated a popular Israeli Minecraft server that housed over 2000 unique players over its lifetime of over a year.

I am currently studying game design in the Open University and I work with a small 4 person group as the technical manager & sole programmer.

My Skills:

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

- Programming in C# and Java.

- 2+ years of 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.

I am also currently working on my own online/local multiplayer game, you can check some of the updates I've been posting on LinkedIn.