

ZIV MAHLUF

054-6656993

<https://www.zivmahluf.com>

Ziv5467@gmail.com <https://www.linkedin.com/in/zivmahluf/> <https://github.com/ZivMahluf>

As an experienced Unity Game Developer, I have a proven track of building games at scale, deploying robust features and collaborating with product and design teams. I've previously worked in the fields of AR and VR, lectured at The Hebrew University of Jerusalem and conducted research in Redirected Walking (subfield of VR). I'm now seeking a challenging Unity Development position to further enhance my skills and contribute to innovative projects.

Experience

JULY 2023 – PRESENT UNITY GAME DEVELOPER, SCIPLAY

- Building a variety of complex features in QuickHit Slots, such as Battle Pass and Loyalty.
- Worked in Scrum methodology in a pod/team of 11, including QA, Product, Backend Devs and more.

MARCH 2022 – JULY 2023 UNITY DEVELOPER, RESONAI

- Maintaining and extending code in various apps, including 3D Navigation, AR Maintenance and IOT.
- Developing complex features that involve full stack development (Vue, JS, Java, Python).
- Working at a fast-paced startup environment in a team of 4.

MARCH 2021 – PRESENT FREELANCE UNITY DEVELOPER, ADVOCATE

- Advocating for VR Unity development. Collaborated with the CEO and tech team to optimize the application's performance, resulting in a 3x speed increase. Introduced design patterns and coding standards to ensure efficient and high-quality development.
- Developed a Snapchat inspired AR camera app for iOS devices using AR Foundation and OpenCV for Unity.
- Working with Resonai's SDK to create an immersive AR content in Safra Square, Jerusalem. Developing advanced mechanics and tools for optimization. Built for WebGL.
<https://www.tohucollective.com/posttourisma>
- Building interaction-focused 2D apps for tablets, phones and computers.

MARCH 2021 – SEPTEMBER 2022 RESEARCH ASSISTANT, LECTURER, THE HEBREW UNIVERSITY OF JERUSALEM

- Researching the field of Redirected Walking (under the guidance of Prof. Yair Bartal), a field that combines my passion for Virtual Reality and Artificial Intelligence.
- Teaching students to develop VR applications and games using Unity. The course focused on building a large VR project in teams of programmers, designers and musicians.

JANUARY 2020 – MARCH 2021 UNITY DEVELOPER, INSOMNIA

- Single handedly carrying the development process of various VR and AR applications, from an abstract idea to a working product.
- Developing AI-driven applications, using Speech-To-Text and Text-To-Speech engines (GCP, Azure), for both Hebrew and English.
- Extensive knowledge of commonly used libraries, such as AR Foundation, Oculus SDK (including Lip Sync, Avatars, etc.), VRTK and more.
- Building for all types of Oculus headsets (Go, Quest 1&2, Rift).

Education

2017-2021 B.SC. COMPUTER SCIENCE, THE HEBREW UNIVERSITY OF JERUSALEM

Majoring in Game Development (Computer Graphics, VR Unity Development, Advanced VR Unity Development) and Data Science (Machine Learning, Artificial Intelligence, Deep Learning).

Projects

- Developing a pseudo-psychological-evaluation VR experience. The project was a collaboration between designers from Bezalel and programmers from HUJI.
- Developing an AI agent to play Durak, exceeding 99%-win rate against 3 players.
- Developing a face-mask detector, using real-time video footage taken by a Raspberry Pi camera.
- Implementing advanced deep learning models such as Transformers and GAN.

Languages: Hebrew – Native, English – Native level.