ZIV MAHLUF

054-6656993
https://www.zivmahluf.com
Ziv5467@gmail.com   https://www.linkedin.com/in/zivmahluf/   https://github.com/ZivMahluf

Results-driven Unity Game Developer with **over 5 years of experience** building large-scale games and deploying high-impact features. Proven ability to develop revenue-generating solutions, including features that drive **$20M+ annually**. Experienced in **AR, VR, game development, and optimization**, with a strong background in **academic research, lecturing and consulting**. Always eager to tackle complex challenges and push the boundaries of game development.

Experience

JULY 2023 – PRESENT UNITY GAME DEVELOPER, SCIPLAY
- Built from scratch features that generated **over $20M in annual revenue**, such as Battle Pass and Loyalty Programs.
- Building a variety of complex features in QuickHit Slots (**Social Casino game**).
- Worked in Scrum methodology in a pod/team of 11, including QA, Product, Backend Devs and more.
- Collaborated daily with designers, animators and product teams.

MARCH 2022 – JULY 2023 UNITY DEVELOPER, RESONAI
- Maintaining and extending code in various apps, including 3D Navigation, AR Maintenance and IOT. Built for **WebGL, Android and iOS.**
- 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, CONSTULTANT
- Consulting for VR Unity development. Collaborated with the CEO and tech team to **optimize the application's performance, resulting in a 3x FPS 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/postourisma
- 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).