DANIEL NOAM

Overview

I'm a Game Designer and Programmer who began my journey in game development during high school.

My experience spans from modding existing games to creating original adventures using various game engines.

SKILLS

Experienced with
- Unity (Scriptable Objects, Object Pooling, PrimeTween)
- C#
- Object oriented programing
- Game design documentation

Familiar with
- Photoshop
- Blender
- Autodesk 3ds Max
- GameMaker
- Version control (Git, GitHub, GitKraken)
- Aseprite

Languages
- Hebrew
- English

Certificates
- Unity Junior Programmer
- Unity Essentials Pathway
- Microsoft Certified Professional
- Microsoft Specialist

Contact
- 052-8984779
- danielnoam1999@gmail.com
- Linkedin
- Portfolio

Education

Game Development Program

Israel Animation College / 2023 - Present

A 24-month training program focused on Game Development, Game Art, and Game Design, covering programming fundamentals and 3D modeling. Gained extensive experience with industry-standard practices through collaborative team projects, and delivering projects from concept to completion.

Work Experience

Customs Broker

Sky Freight Forwarding & Customs Clearance / 2020 - Present

Responsible for processing customs documentation, determining tariff classifications, and maintaining regulatory compliance for import/export shipments. Coordinates with customs authorities and clients to facilitate efficient clearance processes and documentation requirements.

Commanding Officer

Israel Defense Force / 2018 - 2020

I commanded in a platoon of over 70 prisoners, overseeing their daily routines, intake, and transfers. I collaborated with other commanders to manage the platoon, trained new commanders, and organized the prison's security forces.