

DANNY MARCOWITZ

Game Developer

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📍 Givatayim, Israel



EXPERIENCE

CTO

Double Duck Studio

📅 2012 - 2017 📍 Israel

🔗 <http://doubleduck.co>

Game development studio focusing on web and mobile games.

- Designed and developed over 40 games for HTML5, Flash, Android and iOS platforms.
- Designed and implemented all R&D requirements including back-ends, third party services and real-time multiplayer.

Software Developer

Israeli Air Force

📅 2006 - 2012 📍 Israel

- Participated in development of UI/UX modules for mission-critical, data fusion, IT expert system in 24/7 operational military use.
- Developed and maintained real-time, external communication protocols.

PROJECTS

Dynamons World

📅 2016 - 2017 📍 Israel

🔗 <http://dynamons.world>

Dynamons World is monster collecting game played by millions of players monthly on iOS, Android and HTML5.

- Developed the game client, real-time multiplayer and all required third party extensions.
- Designed and developed ongoing content additions and monetization improvements.

LANGUAGES

Hebrew

Native



English

Proficient



EDUCATION

Video game design & development

Beit Berl College

📅 2011 - 2012

Programmer's Course

IDF's School For Computer Professions (ת"ס)

📅 2006

TECHNOLOGIES

Frontend

AS3/Flash

Haxe

Unity

Backend

Firebase

AWS