DAVID DANIEL
SHAPIRO
UNITY DEVELOPER

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📍 Haifa, Israel

⬤ My portfolio

in linkedin.com/in/dendefo

SUMMARY

Professional dad-joker, passionate gamer, and game developer with a love for hiking and Lord of the Rings. The army taught me discipline and problem-solving; bartending taught me communication and handling pressure.

Together, they make me a reliable professional who delivers results even under tight deadlines.

SKILLS

PROFESSIONAL

- C#
- Unity
- Git
- Communication
- API and Networking
- SOLID and Design Patterns
- Problem solving
- Unity Editor Tooling

LANGUAGES

- English - C1
- Hebrew - Fluent Speaker
- Russian - Native

EDUCATION

- **TILTAN SCHOOL OF DESIGN & VISUAL COMMUNICATION**
  Game Design and Development School
  2022-2025

WORKING EXPERIENCE

UNITY DEVELOPER

- **Clover Bite** | May 2024 - Present

Lead Unity Developer – Clover Bite / Quarter Games
In collaboration with **Supersonic (Unity)**

- Developed hybrid-casual games using *Unity, C#*, *FEEL*, *DOTween*, and *SQLite*.
- Idle Zoo World: led development of gameplay systems, *monetization*, *analytics*, and *optimizations* for *Android/IOS*.
- Hidden Match World: Created core *puzzle* mechanics, level design *tools*, automated validation, and polished gameplay feedback.
- Spaceship Defense TD: collaborated on modular upgrade systems, built *level editor* and balancing *tools*, optimized *performance* for 400+ moving objects.

Haifa University and Tiltan College | August 2025 - Present
Rapid Prototyping Lecturer, Mentor – Game Design & Development:

- Guided 1st-year students in *C#*, *Unity*, and *math*;.
- Helped define and develop *POCs*, lead *brainstorming* sessions, and teach *Agile*/iterative workflows.
- Supported gameplay system development and coding challenges.

Teaching Assistant – Game Engines, University of Haifa:

- Taught *Unity*, *C#*, and *design patterns* to 2nd-year CS students.
- Assisted with in-engine *troubleshooting* and bugfixes.