Eli Zaidman

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Dear Hiring Manager,

I am writing to express my interest in opportunities within game development where I can contribute my skills in Unity C#, system design, and cross-platform development. Over the past several years, I have developed and released games on iOS, Android, PC, and Web, including titles that achieved over one million downloads. My experience covers the full development cycle—from prototyping and production to launch and live-ops support.

In my career, I have worked both independently and within teams to deliver engaging gameplay experiences. At Clover Bite, I led the development of a mobile title that reached 1M+ downloads, owning the game loop, UI, and core systems. At ApesTDB, I contributed to a 3D project by enhancing combat mechanics, improving UX/UI, and integrating monetization and analytics platforms. These experiences have strengthened my ability to balance creative vision with technical execution.

My technical toolkit includes Unity (C#), Firebase, Unity Ads, Unity Analytics, Plastic SCM, Git, AppsFlyer, ironSource, and AppLovin. I bring a player-first mindset, strong problem-solving skills, and the ability to thrive in both collaborative and fast-paced environments.

I am enthusiastic about bringing my expertise, creativity, and dedication to your team. I would welcome the opportunity to contribute to your upcoming projects and help create experiences that players love.

Sincerely,

Eli Zaidman