

Dor Shem Tov

Game Designer

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EXPERIENCE

Clover Bite — *Game Designer & Project Manager*

May 2023 - Present

- Developing innovative games in rapid cycles in collaboration with Voodoo, focused on quick iteration and agile development.
- Designing games from initial concept to successful launch on the App Store, while overseeing all stages of the development process.
- Leading game design efforts for Voodoo x Clover Bite, driving creative direction and ensuring alignment with company goals and industry trends.
[Warriors Merge](#), [Ice Slingers](#), [Orbit Defense!](#), [Peg Slinger](#).

Code For Israel — *Lead Game Designer*

November 2022 - May 2023

- Led the game design team of a non-profit bubble shooter called [Mr. Gish](#) aimed at diagnosing social anxiety among elementary school students.
- Supervised the Game Design department, collaborating with a team of designers, developers and artists.
- Conducted in-depth research on Level Design experiences and methodologies in the bubble shooter genre.

R2G Accelerator — *Game Designer*

April 2022 - November 2022

- Designed a mobile survival game called [Survive The Void](#).
- Pitched the game to several investors and publishers, locally and abroad.

EDUCATION

Tiltan School of Design and Visual Communications – BSc Game Development minor in Game Design

2024

MILITARY SERVICE

December 2014 - October 2017

Served for 2 years and 10 months as a Technological Decryption Code

LINKS

[Portfolio](#)

[LinkedIn](#)

SKILLS

Deconstruction of game mechanics and systems.

Creativity and ability to iterate.

Deadline management.

Interpersonal communication.

SOFTWARE

Unity

Unreal Engine

Miro

Figma

Office

C#

LANGUAGES

English, Hebrew