

Dr. Gal Cohensius

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Algorithm Expert and Team Leader

Specializing in Game AI Development, with a proven track record in designing, developing, and implementing cutting-edge algorithms that deliver winning performance.

Experience

2018 - PRESENT: Algorithm Engineer, Beach Bum Games (acquired by Voodoo)

- Led a team researching and implementing state-of-the-art game-playing algorithms.
- Designed heuristic and search-based agents that consistently outperform recreational human players.
- Conducted extensive simulations between agents, integrating the strongest agents into production.
- Analyzed data from millions of games to identify and resolve weaknesses in AI performance, resulting in improved win rates and player engagement.

2015 – 2016: Business Analyst, 18Interactive

- Provided actionable insights to an international CRM team through in-depth data analysis.
 - Built reports and dashboards, enabling data-driven decision-making.
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Cross-Company Projects:

2024: Forecasting Games per Day

- Improved forecasting by replacing basic models (Average, Mean, LR) with a Deep Neural Network (DNN), reducing forecasting error by 70%.

2022: Elo Rating

- Developed a service to calculate Elo ratings for players, enabling personalized matchmaking and ensuring balanced win rates.
 - Architected the service with dual memory systems: a MySQL database for long-term storage and Redis for real-time data access.
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Education

- **Ph.D.** in Game Theory and AI in Games | Technion | 2016-2020
- **M.Sc.** in Industrial Engineering & Management | BGU | 2014-2015
- **B.Sc.** in Industrial Engineering & Management | BGU | 2011-2014

List of Publications: [Google Scholar](#)

Programming: Java, Python

Languages: Hebrew (Mother Tongue), English (Fluent)

Military Service: Combat Soldier at Maglan | 2005-2008

Hobbies: Cards and board games