SOL ELAN

SOFTWARE DEVELOPER

CONTACT

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📍 Tel Aviv, Israel

🌐 Linkedin

🌐 Portfolio (Games)

SUMMARY

Unity Developer | Full-Stack Background | Passion for Game Development
With 9 years in full-stack development, I transitioned to Unity, focusing on mobile and game development. My software engineering background enables me to write efficient, scalable code and solve complex technical challenges. I'm based in Israel but hold European citizenship, making relocation or remote work flexible.

SKILLS

C#, Unity (2D, 3D), Unity Addressables, ScriptableObjects, MVC pattern, SOLID principles, Design patterns, Mobile development, Pathfinding Multiplayer Networking, Unity Netcode, Pathfinding,Version Control,

EDUCATION

UNITY GAME DEVELOPER 3D
GameDev.tv Team (Udemy)
2024 (30 Hours)

GAME DEVELOPMENT/ART - CREATE A 2D ACTION GAME WITH UNITY/C#
Blackthornprod (Udemy)
2024 (4+5 Hours)

PROGRAMMING COURSE
IDF - Mamram(Basmach)
2015-2016

ANDROID & WEB APPLICATION DEVELOPMENT
John Bryce
2014 (500 Hours)

WORKING EXPERIENCE

UNITY-DEVELOPER
Self │ Jan 2025 - Fab 2025

- Developed a match-3 game using MVC for data management, event-driven synchronization, and procedural generation with probability-based tile mapping, loading the tile types from Addressables
- Created a "Munchkin" turned based board game. Used Command pattern and sockets (with dedicated server) to sync all the clients.

FULLSTACK-DEVELOPER
RiseUp │ Apr 2022 - Jun 2024
Worked on Core, Revenue, and Emergency squads, improving data integrity, automating incident management, handling subscriptions and refunds, optimizing message delivery, and integrating Asana for task automation.

FULLSTACK-DEVELOPER
Rewire │ Aug 2020 - May 2022

Managed multi-platform regional and national campaigns

FULLSTACK-DEVELOPER
IDF - Intelligence Unit (3060 - 8200) │ May 2015 - Jul 2019
Classifed