






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, 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 - Feb 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" table-top inspired turned based 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
Classified