# Yonatan Golan

Software Developer | Fullstack & Unity Game Engine

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Software developer with a strong foundation in C#, JavaScript, and CSS, and formal training in fullstack development: React, Node.js, MongoDB, Firebase. Hands-on experience with Web architecture, including working with JSON, consuming REST APIs, and managing user data and results.

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**Tools & Technologies**

C# | Node.js | REST | JSON | Git
MongoDB | Firebase / Firestore
React | JavaScript | HTML5 | CSS
Unity Game Engine

**React Projects:**

- **Audio Dojo**
  A web app for musical ear training – built with React UI, supports user score tracking, local and Firebase-based data storage, summary and history screens, and exporting reports (PDF / Excel).
  Targeted at students studying sound design in academic and professional courses.
- **To-Do List**
  A task management app with full CRUD functionality, custom design, and state management.
- **LinguaSched** *(in development)*
  Dashboard system for managing lessons between teachers and students by skill level.
  Includes subscription logic, availability control, automatic scheduling, and historical tracking.
  Built with React and TypeScript, styled with Tailwind, and implements real-time logic and collision-prevention.
  Designed to replace the scheduling system at **Jerusalem Post LiteTalk**, providing a simple and efficient UX for students managing lessons and availability.

**Unity Projects:**

- **Beavermania**
  Final project for the Shenkar Game Design program – a 30–40 minute rogue-like adventure game developed in Unity using C#, featuring animation work in Blender and Mixamo.
  Focused on OOP design, class responsibility separation, and long-term code maintainability.
- **Elemental Heroes** *(Team project, **NDA protected**)*
  Worked as part of a game studio team on a mobile game. Developed a modular combat status effect system in Unity (C#), handling visual and logical effects triggered by elemental attacks (fire, water, earth, air).
  Architecture included clean separation of logic, data, and visuals, use of OOP principles (Interfaces, Enums, Events), and a central manager that handled stacking, duration, synergy, and conflict resolution.
  Integrated with existing systems and collaborated with team members using tools such as Cursor and Claude.

**Professional Experience & Education**

- **2024–2025:** Unity Teaching Assistant – Hasifa School, Open University
  Guided students, helped solve coding issues, and reviewed assignments.
- **2024–2025:** Game Programming Instructor – Evening course for kids (SunSpark)
  Taught basic programming concepts and game design principles.
- **2024:** Mobile game studio team member (Unity) – partial position
  Worked with a small development team, used Git for collaboration.
- **2023–2024:** Fullstack Development Track – TESI (Open University Extension)
  Studied HTML, CSS, JS, TS, React, Node.js, MongoDB, Firebase.
- **2021–2022:** Shenkar External Program – Game Design
  Trained in Unity, Unreal, Blender, and team-based development (GitHub-based).
- **2020:** Applied Materials – Customer Service Engineer
  Worked in the semiconductor industry inside a clean room (Intel, Kiryat Gat).