Ziv Rozov

GAME DEVELOPER

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EDUCATION

Instructional Technologies
Holon Institute of Technology
Bachelor's Degree, 2016 - 2019

High School Education
Ort Melton, Bat Yam
2003 - 2009

EXPERIENCE

Instructional Designer
Mellanox, 2017 - Present · 2 yrs

- Converting all dated material to html5
- Producing and directing various videos
- Creating graphical assets, illustrating company comics and other varied materials

SELECTED GAME PROJECTS

Maccabi Buddy
Mobile, Web, PC - 2019

An adventure game developed for Maccabi HealthCare, the game prepares children for their upcoming blood test so they could be more knowledgeable about the process and cooperative during its procedure

- Made the entire game in Unity, written in C#
- Created all the main graphical game assets
- Animated the game entirely within Unity's Anima2D (Bone animation)
- Created and coded all cutscenes and mini games within the Unity Editor

Pull The Dummy
Web - 2018

A two player trivia game in a 'tug of war' style. Alongside the game was a server side web editor to allow others to create new content

- Fully coded the game from scratch in JavaScript, using a canvas library
- Created all the graphical assets in a pixel art style
- Fully animated the game, the environment, the characters and the user interface
- Created a web editor where others can create their own trivia content and upload to the game

MILITARY SERVICE

Avionics Technician
Air Force, 2010 - 2013 · 3 yrs

LANGUAGES

Hebrew	English	Russian
Native	Native	Excellent

EXPERTISE

- C#
- .NET 3.5
- JavaScript
- Unity (Mono and ECS)
- Unity Particles&Shaders
- Unity Anima2d
- Unity NavMesh
- Web Design
- Phaser
- Blender
- Spine
- 2D&3D Animation
- 2D&3D Design
- Drawing
- After Effects
- Premiere
- html
- css
- Node.js
- Git