Projects

**Magnetic Maze –** Solo Programmer – **released on google play** -A 3-D mobile puzzle game.

**Blob Trotter –** Lead Programmer – **released on google play** –A mobile 2D isometric puzzle game.

**Grime –** Technical Assistance – **released on steam** – PC Side scroller souls like Metroidvania game.

**The Banisher –** Programmer and Lead Producer – A PC single player third person hack and slash RPG.

**Rush Hour –** Solo Programmer – A mobile Traffic endless runner, part of a startup I took part in.

**Game of Boats –** Programmer – PC Multi layered 3D puzzle.

**Ringers –** Solo Programmer - **released on google play** – A mobile circle puzzle game with deep Meta-game elements.

\*These are some of the projects I have worked on in the past or still working on today.

Videos and links of these games at [avishymenashe.com](https://www.avishymenashe.com/)

Software and Programming Languages/Skills

C#, Unity Engine C++, Unreal Engine

Photon Multiplayer SQL Databases/server management

AR/VR SDL/SDL2

OpenGL/Vulkan Engine Programming

Work Experience

2020-today **"Clover Bite Studio" Tiltan School of Visual Design and Communication, Haifa, Israel**

Production manager, Game Programmer, IT.

2020-2021 Private tutoring of a junior high school student in Computer programming.

2019 **Tiltan School of Visual Design and Communication, Haifa, Israel**  Work as a telephone marketer, advising and setting up meetings.

2018  **"Yellow" Gas Station, Haifa, Israel**

Work as a cashier and stock + stockroom organization.

2015 **Café Café Restaurant, Camel Beach, Haifa, Israel**

Work as a Piccolo, waiter and shift supervisor

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Education

2021-present **ArtFX School of Digital Arts in Montpellier, France**

Studies for a Master's degree in Video Games.

I am specializing in Gameplay Programming (C#, C++, Unity engine and Unreal Engine) and in Production.

2018-2021 **Tiltan School of Visual Design and Communication, Haifa, Israel**

Studies for a BSc in Game Design and Development.

Specialized in Gameplay Programming and Production.

2012-2015 **Reut High School of the Arts, Haifa, Israel**

Graduated with a full matriculation certificate with expanded course work (34 study units). Advanced studies in photography and History.

2009-2012  **Reut Junior High School of the Arts, Haifa, Israel**

Expanded studies in Music

Military Service

2015-2018 Full Military Service – Israel Defense Force, Tel Nof Airforce Base.

Full service as a “Level A” Yassour helicopter mechanic (level 10).

  Finished my service with honors at the rank of “Staff Sergeant”.

Languages

Hebrew – Mother Tongue – Israeli Citizenship English – Mother Tongue – USA Citizenship

Additional Activities

2022-present Teaching assistant for multiple courses in “Tiltan School of Design and Visual Communication”

 such as the Game Design and C++ Unreal Courses.

2020-2021 Participation in an extra-curricular program (Tafik) simulating a real-life studio, creating games with potential marketing feasibility. I was the coordinator of the program managing as many as seven teams simultaneously.

2019-2020 Teaching game development and design to junior high school students with behavioral and social difficulties.

2019 Participation in an educational trip to Poland in which we visited and had discussions with top executives from several world-renowned game studios.

2018-2021 Participation in 7 Global Game Jams / Local Hackathons.  Received first place in 3 of them. One of the Hackathons aimed to create games for people with ADHD.