OR RAHAV
Gameplay Designer

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🌐 https://orahav.com

Skills

Languages
- C++
- C#
- C
- Python
- SQL
- Ink

Concepts
- Debugging
- Blueprints
- Paper Prototyping
- MVC
- Git
- Documentation

Environments
- UE4
- Unity
- Maya
- Perforce
- TeamCity
- Visual Studio

💼 EXPERIENCE

Won-Door Corporation   October 2019 – Present
Software Developer I
- Developed RESTul API, for in house tools, with a focus on TDD. Using .Net Core, connecting to existing MS SQL Databases.
- Documented API using Postman, including creating HTTP mock responses.
- Built BI reports using SQL queries in Tour de Force (CRM)

WB Avalanche Software   July 2018 – August 2018
Audio Programming Intern
- Built extension tools for use in Articy, using C#, WPF and SQL, with attention to UX and functionality , based on requests from the story department
- Built automated integrity checks related to audio files management with a focus on clean and clear code
- Debugged simple issues in Unreal while working on audio assets
- Document implemented features related to audio systems

Israel Defense Forces   March 2010 – March 2013
Associations Coordinator
- Coordinated between different dept. of the unit
- Communicated between High Ranking officers
- Managed a small team of 4 people
- Received awards for Excellence in performance

🎮 HIGHLIGHTED PROJECTS

Project R.A.T. – 2.5D physics-based puzzle/Unity
UI Programmer/UI Designer
- Designed and implemented main menu UI canvas in a 3D environment.
- Designed and iterated through multiple powers and abilities for the player character such as wall climbing
- Assisted in the design of level puzzles for better gameplay flow

Bracelet of The Elements – 2 player competitive card game/Physical
Designer
- Designed the game system and turn based battle mechanics
- Designed over a 100 different cards, with different abilities
- Documented play tests and adjusted rules and cards as needed for a better competitive experience

🎓 EDUCATION

University of Utah   August 2018
Bachelor of Science in Computer Science - Emphasis in Entertainment Arts & Engineering