

Gal Phillip Afik

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Technical Summary

Programming Languages	C++ (4 yrs.), C# (5 yrs.), Java (7 yrs.), Python (4 yrs.), PHP (2 yrs.), JavaScript, MySQL
Web Development	HTML5, CSS3, TypeScript, SASS, jQuery, Bootstrap, Foundation
Game Engines	Unreal Engine (3 UDK-5.4), Unity(19-22), GameMaker (2-Studio), Godot, Cocos2d
Development Tools	Visual Studio, Rider, Eclipse, Android Studio, SQL Server, SQL Developer, Unreal Insights, Unity Profiler, Docker, Jenkins, AWS
Version Control	Git (GitHub), Perforce, Bitbucket
Design and Audio Tools	Adobe Photoshop CC, GIMP, Aseprite, Inkscape, Audacity, Asset Forge, Figma, Webflow
Project Management	JIRA, Confluence, Trello

Certifications

❖ AWS Certified Cloud Practitioner	Nov 2024
❖ C++ Certified Associate Programmer (C++ Institute)	Oct 2018
❖ Certified Associate in Python Programming (Python Institute)	Oct 2018
❖ Oracle Certified Associate, Java SE 7 Programmer (Oracle)	Jan 2016

Professional Experience

Staff Serious Games Developer, Applied Research Associates – Virtual Heroes Nov 2020 – Jul 2024

- ❖ Developed VR/MR game-based training and educational simulations that target public and private sector clients.
- ❖ Led projects using Unreal Engine, specializing in Blueprints and native C++ development.
- ❖ Optimized performance using Unreal's Insights tool, ensuring smooth gameplay and efficient resource management.
- ❖ Built complex UI interactions and animated UI elements using Unreal's UMG system, enhancing user engagement and interface aesthetics.
- ❖ Collaborated closely with art and design teams to iterate on gameplay features and prototypes.
- ❖ Designed and implemented intuitive UI/UX features and enhanced NPC interactions.
- ❖ Spearheaded the integration of MetaSounds technology for enhanced audio realism.
- ❖ Facilitated client meetings, product demos, and attended industry conferences for customer outreach.

Founder, Mythos Interactive Apr 2019 – Present

- ❖ Release a collection of 9 games on Steam titled *Mythos Interactive Game Collection*, showcasing game projects.
- ❖ Founded and operate a studio specializing in 2D and 3D game development using Unity and Unreal Engine.
- ❖ Received Editor's Choice accolade on Simmer.io for innovative game designs.
- ❖ Directed the design and implementation of UI/UX, audio, assets, and gameplay mechanics.
- ❖ Managed a small multidisciplinary team including designers, producers, and testers.
- ❖ Led post-release marketing campaigns and community engagement efforts.
- ❖ Developed custom editor tools in Unity/Unreal to streamline workflows and improve project efficiency.

Software Engineer, Deutsche Bank Feb 2019 – Nov 2020

- ❖ Developed and maintained SQL Server Integration Services for critical financial Oracle databases.
- ❖ Managed version control procedures and pipelines for international teams.
- ❖ As Scrum Master, led sprint rituals in an agile environment for a global team of developers and subject matter experts.

- ❖ As Technical Information Security Officer, oversaw security-related approvals and operations for projects.
- ❖ Organized team engagement events including a global hackathon with 200+ participants.

Campus Coordinator, Zaniac Learning

Sep 2018 – Feb 2019

- ❖ Instructed STEM-based programs for K-8 students, focusing on game design, programming, and robotics.
- ❖ Supervised daily operations, ensuring campus efficiency and student safety.

Associate Developer, Quotient, Inc.

May 2016 – May 2018

- ❖ Developed a NoSQL database management system that controlled Smithsonian Institution proprietary artifact records data.
- ❖ Created a configurable education and training center that allows site users to view richly formatted multimedia courses and participate in assessments and online group projects.
- ❖ Designed content management interfaces for museum exhibits, enhancing visitor experiences.

Education

B.Sc. Information Systems, University of Maryland, Baltimore County

May 2016

Other Interests

Graphic Design: Creating client-facing materials using Adobe Creative Suite, specializing in logos and web design.

Computer Assembly and 3D Printing: Constructing, providing technical support, and optimizing configurations for PC builds and 3D printers.

Game Design Theory: Exploring the principles of game design through books, podcasts, and video essays.

Level Design: Designing levels for games with respect to smooth player progression and appropriate difficulty curve, including modding levels for Unreal Tournament 3.

Interactive storytelling: Writing and facilitating branching narrative paths and player-driven choices in a tabletop role-playing setting.