

Gal Afik

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Profile

An enthusiastic, goal-driven programmer rooted in an Object-Oriented Programming background and well-versed in design patterns. Proven success record engineering solutions for large-scale web-applications and interactive software solutions. Passionate about video games and the future of the interactive medium, especially pertaining to XR applications.

Technical Summary

Programming Languages

C++, C#, Godot Script, GML, Java, Python, Shell Scripting, PHP, Javascript, MySQL

Software

Unreal Engine (3-5), Unity, Godot, GameMaker (2-Studio), Git, Drupal, Wordpress, Twitter Bootstrap, Zurb Foundation, JIRA, Confluence, Trello, Slack, Adobe Photoshop CC, GIMP 2.0, Visual Studio, JetBrains Rider, SQL Server, Oracle SQL Developer, Cura, Arduino Studio, Android Studio, Asset Forge, Asprite

Certifications

- ❖ C++ Certified Associate Programmer Oct 2018
- ❖ Certified Associate in Python Programming Oct 2018
- ❖ Oracle Certified Associate, Java SE 7 Programmer Jan 2016

Professional Experience

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

- ❖ Develop front-end and back-end solutions for large-scale serious games projects
- ❖ Lead VR and XR initiatives within projects and the studio as a whole
- ❖ Design and implement UI for multimedia projects
- ❖ Organize and participate in client meetings and product demos, attending industry conferences for customer outreach
- ❖ Spearhead the implementation of MetaSounds technology within new and existing projects
- ❖ Organize social events and maintain off-hour communications between coworkers for team cohesion

Founder, Mythos Interactive Apr 2019 – Present

- ❖ Design and publish 2D and 3D games made in the Unity Engine, receiving the Editor's Choice accolade from Simmer.io and placing near the top of multiple game jams competitions.
- ❖ Design and implement user-interfaces, sound design, graphics, and gameplay.
- ❖ Model 3D assets using Blender and Asset Forge.
- ❖ Develop games using the GameMaker Studio 2 suite of tools.
- ❖ Manage and lead a group of designers, producers, and testers in creating small-scale projects.
- ❖ Lead post-release advertising efforts.

Software Engineer, Deutsche Bank Feb 2019 – Nov 2020

- ❖ Developed and maintained SQL Server Integration services that help upkeep critical financial Oracle databases.
- ❖ Enhanced and maintained version-control procedures and pipelines for several international teams.
- ❖ As Scrum Master, organized and facilitated sprint planning, daily stand-ups, reviews, retrospectives, demos and other Scrum-related responsibilities for an international team based out of the US, London, and India.
- ❖ As Technical Information Security Officer, oversaw security-related approvals and operations for multiple projects and servers.
- ❖ Organized team-engagement events and activities, including a global hackathon event for over 200 participants.

Campus Coordinator, Zaniac Learning

Sep 2018 – Feb 2019

- ❖ Instructed students (K-8) in various STEM-based programs including Java Programming, Intro to Python, Simple Robotics, 3D Printing and Design, Mathematics, Game-Based Learning, and Game Design.
- ❖ Supervised 15 instructors and over 30 students on a daily basis with a focus on campus efficiency and safety.

Associate Developer, Quotient, Inc.

May 2016 – May 2018

- ❖ Developed various internal Java and PHP applications that integrated with a custom NoSQL (json) database including a database management system that controlled Smithsonian Inst. proprietary artifact records data.
- ❖ Created a fully customizable education and training center for site users and project volunteers to view richly formatted multimedia courses and participate in assessments and online group projects.
- ❖ Designed and implemented several content management interfaces for museum exhibits which allowed administrators to create, manipulate, and verify display media associated with every exhibit of the museum

Education

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

May 2016

Other Interests

Graphic Design

- ❖ Design client-facing materials such as logos and web banners for various small businesses using Adobe Creative Suite and GIMP 2.0.
- ❖ Collaborate with clients to build website mock-ups within the initial web implementation process.
- ❖ Edit architectural sketches to account for newly proposed building renovation additions.

Computer Assembly and 3D Printing

- ❖ Research computer hardware and trends in order to recommend components based on specific budget constraints and requirements for the purpose of constructing new PC builds.
- ❖ Provide technical and mechanical support for PC owners, including software and hardware installation and maintenance.
- ❖ Assemble and optimize configuration of basic 3D printer systems.
- ❖ Sculpt and optimize three dimensional models for the purpose of printing using Tinkercad, the Cura slicer application, and base Gcode.