

Gal Phillip Afik

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Professional Summary

Software Engineer and UX professional with 8 years of experience in user interface development, interaction design, and complex system architecture. Proven track record of delivering user-centered solutions through agile methodologies, with particular expertise in UI/UX optimization and design systems. Experience in conducting usability testing, collaborating with cross-functional teams, and creating intuitive user experiences across multiple platforms, including VR/MR applications.

Technical Skills

Programming Languages:	Java 7/8 (7 years), Python 2.7/3.x (4 years), C++, C#, C, JavaScript, TypeScript, PHP
Game Development:	Unity (2019-2022.6), Unreal Engine 4/5/UDK, Godot, Unreal Insights, Unity Profiler, Asset Forge, KenShape, Gameplay Framework, Character Systems, AI/Navigation, Audio Integration, Level Design
Web & Design:	HTML5, CSS3, SASS, React, jQuery, Bootstrap, Zurb Foundation, Figma, Webflow, Adobe Photoshop CC, GIMP, Inkscape, Aseprite, Krita
Database & Cloud:	PostgreSQL, MySQL, Oracle SQL, PL/SQL, MongoDB, AWS (EC2, S3, Lambda), SSIS, ETL, Cloud Architecture
Development & DevOps:	Git, GitHub, Perforce, BitBucket, Jenkins, Docker, Maven, Spring Boot, JUnit, PyTest, TDD, QA, Automation
Architecture & Systems:	MVC, Singleton, Factory, Observer, Builder, Prototype, State Machine, Microservices, RESTful APIs, SOA, OAuth, Windows 10/11, MacOS, Linux/Unix, TCP/IP, DNS, HTTP/HTTPS, SSL/TLS, Firewall Configuration
Project Management & Tools:	JIRA, Trello, Confluence, Slack, Discord, Microsoft Office Suite, JSON, XML, Agile, Scrum, Kanban
Core Competencies:	Full-Stack Development, Performance Optimization, Scalability, Multi-threading, Troubleshooting, Computer Science Fundamentals

Certifications

CompTIA A+ , CompTIA	Expected Feb 2025
Unity Certified Professional Programmer , Unity Technologies	Jan 2025
Unity Certified Associate Programmer , Unity Technologies	Dec 2024
Google AI Essentials , Coursera	Dec 2024
AWS Certified Cloud Practitioner , Amazon	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

Education

B.Sc. Information Systems , University of Maryland, Baltimore County (UMBC)	Sep 2010 – May 2016
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Work Experience

Staff Serious Games Developer

Nov 2020 – Jul 2024

Applied Research Associates – Virtual Heroes

- Developed 4 VR/MR training simulations targeting multiple platforms (Meta Quest 2/Pro/3, SteamVR) using OpenXR/MetaXR standards for military/commercial clients.
- Led technical mentorship and development efforts across 2 projects using Unreal Engine, specializing in Blueprints and native C++.
- Optimized performance using Unreal's Insights tool and refactoring, ensuring smooth gameplay.
- Optimized VR performance achieving consistent 90 FPS (from baseline of 45 FPS) across all simulations using shader programming and game loop optimization.
- Designed and implemented intuitive UI/UX solutions for VR training applications through high-fidelity prototyping, conducting usability testing and implementing design systems while focusing on user accessibility and interaction patterns.
- Led peer code reviews, knowledge sharing sessions on MetaSound implementation and VR design standards, and provided technical mentorship within a cross-functional team totaling 14 members (4 artists, 1 designer, 7 engineers, 2 QA).
- Facilitated client meetings, product demos, and attended industry conferences for customer outreach.

Founder & Gameplay Engineer

Apr 2019 – Present

Mythos Interactive

- Released a collection of 9 games on Steam titled Mythos Interactive Game Collection, showcasing game projects (3 puzzle, 4 arcade-style action, 1 real-time strategy, 1 first-person shooter).
- Founded and operate a studio specializing in 2D and 3D game development using Unity3D and Unreal Engine, leading a team of 6 through full development cycles using agile methodology.
- Received Editor's Choice accolade on Simmer.io for innovative game designs.
- Directed user experience design and implementation of UI/UX, prioritizing user satisfaction through iterative prototyping and usability testing while managing the product portfolio.
- Led post-release marketing campaigns and developed custom editor tools in Unity/Unreal to streamline workflows.

Software Engineer

Feb 2019 – Nov 2020

Deutsche Bank

- Developed and maintained SQL Server Integration Services for critical financial Oracle databases.
- As Scrum Master, led sprint rituals and facilitated decision making and time management in an agile environment for a global team of developers and subject matter experts across 4 time zones.
- Established security protocols and compliance measures as Technical Information Security Officer
- Organized and led a global hackathon with 200+ participants, resulting in 2 projects being implemented in production.

Associate Developer

May 2016 – May 2018

Quotient, Inc.

- Developed NoSQL database management system for Smithsonian Institution handling 5M+ artifact records.
- Architected and implemented RESTful APIs supporting concurrent access from multiple client applications.
- Created a configurable education and training center with CMS capabilities, enabling multimedia content management for non-technical users.