Roee Tal

Game Developer — Unity

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SUMMARY

Game developer with 1.5 years of professional real-time 3D development at 3DVision and a 3-year game design and development program at Tiltan. Strong Unity and C# foundation: modular, data-driven systems, event-driven gameplay and UI.

EXPERIENCE

Unreal Developer — 3DVision

Tel Aviv · 02/2025 – Present · Real-time interactive apps for real-estate companies, built in Unreal Engine

- Develop and integrate interactive features based on client requirements across multiple projects
- Debug and optimize complex logic for stability and performance
- Implement custom UI elements and functionality tailored to client needs

PROJECTS

Isometric Story-Driven Game — Unity · 3-week hackathon · 2023

- Architected a modular, data-driven dialogue system with ScriptableObjects
- Built UI interactions and event-driven mechanics (e.g., an OnLetterTyped event) that drive the story

Boss Rush: Grid-Based Tactical Combat — Unity · Producer & Game Designer · 2023–2024

- Designed the core gameplay loop, tactical grid mechanics and game balance
- Led a cross-functional team of programmers and artists through delivery

FPS Stealth Level — Unreal Engine, C++ & Blueprints · 2024

- Programmed raycast shooting with recoil feedback and dynamic weapon pickups
- Developed enemy AI with detection logic and patrol routes for stealth gameplay

EDUCATION

Game Design and Development — Tiltan School of Design and Visual Communication, Haifa · 10/2021 – 10/2024

Courses: C# 1–2, Unity Development 1–2, C++, Multiplayer, Unreal Development 1–2, Game Design 1–2, Game Production

SKILLS

- **Engines:** Unity, Unreal Engine (Blueprints, C++)
- **Programming:** C#, C++
- **Practices:** OOP, design patterns, event-driven and data-driven design, debugging and optimization, Git, Agile
- **AI-assisted development:** GitHub Copilot, OpenCode, ChatGPT, Gemini, local LLMs (Ollama, LM Studio); adopting Claude Code
- **Languages:** Hebrew (native), English (full professional proficiency)