**Mark Shteller - Experienced Developer**

**San Francisco +1 972-806-2131**

**Portfolio -** <http://markshteller.com/>

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**Summary:** I am a Gameplay and Networking Programmer.

I have published several online games for mobile, highly proficient with Unity and with 6 years experience making games and interactive experiences.

**Skills**

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| * Advanced Unity 3D game development experience. |  |
| * Programming in C# and frequent use of various design patterns. |  |
| * Strong data structures, logic, distributed systems and algorithm skills. |  |
| * Designing and implementing client-server communication systems. * AR and VR Development. * A.I. programming. * Improving user experience in loading times and performance on VR, iOS, Android and PC. * Unity Shader creation skills. | |

**Experience**

**June 2017 - February 2018 Tangelo Games - Unity Team Tech Lead**An international game company that specialises with Social Casino Gaming. Published multiple successful mobile games.

* Lead a team of 4 Unity developers that maintained high quality code and met deadlines frequently.
* Designed the architecture for a published innovative Slot Machine game named Best Jackpot Slots.
* Designed and implemented a prototype for an AR Blackjack game.
* Implemented dynamic Asset Bundle loading to improve loading times and reduce game file size from 120MB to 50MB

**July 2015 - December 2016 7Elements Studios *-* Unity developer**

A game development studio located in Tel Aviv, which released and develops an MMO Strategy game for mobile called *Sky Wars: Archon Rises*.

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| * Optimized the game for Android and iOS so that the FPS went up from 25 to 60 on certain android devices |  |
| * Implemented the entire Client Socket communication and added an advanced HTTP error handler. |  |
| * Implemented more that 30 NGUI menus. |  |
| * Involved in design and development of core game modules such as Real Time Updates. * Wrote Shaders to improve performance | |

**June 2012 - July 2015 Israeli Air Force *-* Instructional developer**

Three years' service in the IAF R&D for educational purposes division.

* Lead a team of 5 people on developing groundbreaking Mobile Computer Based Training programs.
* Developed numerous simulators and Computer Based Training program (CBTs) using Unity and Flash.
* Taught programming and Multimedia development for 8 months.

**March 2011 - June 2012 282 Productions *-* Game Developer**

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| * Gameplay programmer on a motion controlled game in Unity. * Level design for casual games. |  |
| * Wrote Game Design Docs. |  |

**Education**

**September 2010 - May 2012 Ort Singalovski, Tel Aviv- Practical engineer, Computer science**

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| * Programming languages: C, Java, JavaScript, Python, SQL, Assembly, ActionScript (2 and 3). |
| * OOP, Mobile applications development, Networking, Server-Client development, Design patterns, databases and SQL. |

Final project: Created an answer engine (with natural language processing) that utilises a database that was populated by a Web Crawler I programmed.

**References**

* **Portfolio -** <http://markshteller.com/>
* **Best Jackpot Slots -** <https://play.google.com/store/apps/details?id=com.diwip.Best.Jackpot&hl=en>
* **Sky Wars: Archon Rises** - An online strategy game for mobile.  
  iOS: <https://itunes.apple.com/il/app/sky-wars-archon-rises/id897895667?mt=8>   
  Android: <https://play.google.com/store/apps/details?id=com.sevenelements.swar&hl=en>
* **VR Demo -** <https://www.youtube.com/watch?v=cWOY-HQQ6H8>
* **Very Mean Aliens** - A motion controlled game made in 2 days for a PrimeSense sponsored hackathon.   
  Won first place: <https://youtu.be/tReXZQke9Ao>