

Mark Shteller - Experienced Developer

San Francisco +1 972-806-2131

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

mark.shteller@gmail.com

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

- ❖ 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*.

- ❖ 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 than 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

- ❖ 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

- ❖ 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>