



OMER GOL

Unity Game Developer | Gameplay Programmer

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🌐 <https://omergolm.wixstudio.com/portfolio>

🌐 <https://omergol.itch.io>

OVERVIEW

Unity Game Developer with hands-on experience in C# programming, gameplay mechanics, and UI/UX design. Skilled at building and optimizing game features, integrating animations, and creating immersive player experiences. Unique background in music and audio design, adding value in interactive sound integration. Self-taught, detail-oriented, and passionate about building engaging games for PC and mobile.

GAME PROJECTS | Full Portfolio: <https://omergolm.wixstudio.com/portfolio>

ASTEROID BLASTER (UNITY, C# | PC)

- Developed player controls, modular power-up system, and asteroid spawning with difficulty scaling.
- Built HUD, menus, transitions, and VFX; integrated Audio Manager for music and SFX.

CACTAI (UNITY, C# | PC, MOBILE & TABLET)

- Designed endless runner with shooting, jumping, and coin collection mechanics.
- Implemented Unity's Input System for multi-platform support.
- Integrated FMOD for adaptive background music and responsive SFX; created mobile-friendly UI/UX.

HOPTOUCH (UNITY, C# | MOBILE & TABLET)

- Created tap-action rhythm game with BPM-based spawning synced to music.
- Implemented Game Manager for flow control (start, pause, results).
- Designed and integrated custom SFX for responsive feedback.

TECHNICAL SKILLS

PROGRAMMING & ENGINES

Unity, C#, Git, Visual Studio

GAME DEVELOPMENT

Gameplay logic, UI/UX, 2D/3D animations, optimization, cross-platform deployment

AUDIO & MUSIC

FMOD, Cubase, SFX & music composition, sound integration in Unity

OTHER TOOLS

Photoshop, Sony Vegas Pro, Microsoft Office (word, excel, power point).

LANGUAGES

Hebrew – Native

English – Advanced

EXPERIENCE

INDIE GAME DEVELOPER – FREELANCE (2024-PRESENT)

- Designed and developed Unity-based games from concept to prototype.
- Implemented gameplay mechanics, UI systems, and level progression.
- Integrated animations, particle systems, and audio for immersive experiences.
- Optimized performance across PC and mobile.

MUSIC EDUCATOR – FREELANCE (2023-PRESENT)

- Designed creative curriculums for elementary and middle schools.
- Leveraged digital tools and interactive methods to engage students.
- Developed strong mentoring and communication skills.

ACTOR & MUSICIAN & MUSIC PRODUCER – FREELANCE (2021-PRESENT)

- Produced creative projects combining music, narration, and visuals.
- Worked with multidisciplinary teams under tight deadlines, reflecting agile workflows.

BRANCH MANAGER – XRAY STORE (2018-2020)

- Promoted to manager within 6 weeks, leading a diverse team.
- Improved workflows, exceeded KPIs, and designed training programs.

MILITARY SERVICE – NAHAL BAND (2012-2015)

- Guitarist, singer, and later band commander.
- Managed logistics, coordination, and performances; gained leadership and teamwork experience.

EDUCATION

UNITY LEARN (2023)

Junior Programmer, Creative Core, Unity Essentials

GAME AUDIO – BPM COLLEGE (2022)

Applied FMOD & Unity for adaptive audio design

SOUND TECHNICIAN DIPLOMA – KIRYAT SHARET CAMPUS (2010-2012)

CAMERA ACTING – TECHNIQUE ACTING SCHOOL, TEL AVIV (2017-2018)

HIGH SCHOOL DIPLOMA – KIRYAT SHARET CAMPUS, HOLON (2008-2012)

- Full matriculation, including 5 units in Music (recital in guitar) and Chemistry.
- Active in student council, combining leadership with artistic discipline.