

# Gal Phillip Afik

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## Profile

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Enthusiastic software developer and indie game designer with a strong competency in object-oriented development and design patterns seeking an entry-level position in the game industry.

## Technical Summary

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### Programming Languages

C#, C++, Java, Python, PHP, Javascript, XML, MySQL, Oracle SQL, GML, cg/HLSL, Bash/Batch, Blueprints

### Software

Unity, Unreal Engine, GameMaker 2/Studio 2, Blender, Asset Forge, GitHub, BitBucket, Drupal, Wordpress, Twitter Bootstrap, Zurb Foundation, JIRA, Confluence, Trello, Slack, jQuery, AJAX, Adobe Photoshop CC, GIMP 2.0, Visual Studio, SQL Server Management Studio, Oracle SQL Developer, Cura, Arduino Studio, Android Studio

### Certifications

- ❖ C++ Certified Associate Programmer Oct 2018
- ❖ Certified Associate in Python Programming Oct 2018
- ❖ Oracle Certified Associate, Java SE 7 Programmer Jan 2016

## Professional Experience

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**Founder**, Mythos Interactive Mar 2019 – Present

- ❖ Developed games that received the Editor's Choice award from Simmer.io and placed 3<sup>rd</sup> in Brackeys Game Jam.
- ❖ Design and implement user-interfaces, sound systems, graphics renderers, and gameplay mechanics.
- ❖ Manage and lead a group of designers, producers, and testers in creating small-scale projects.

**Software Engineer**, Deutsche Bank Feb 2019 – Present

- ❖ Develop and maintain SQL Server Integration services that upkeep critical financial database systems.
- ❖ Enhance and maintain version-control procedures and pipelines for international teams.
- ❖ As Scrum Master, organize ceremonies for an international team based out of the US, London, and India.
- ❖ As Technical Information Security Officer, oversee security-related approvals and inspections.
- ❖ Organize team-engagement events and activities, including a global hackathon event for over 200 participants.

**Campus Coordinator**, Zaniac Learning Sep 2018 – Feb 2019

- ❖ Instructed students (K-8) in STEM-based programs including Java, Python, and Game Design.
- ❖ Supervised 15 instructors and over 30 students on a daily basis with a focus on campus efficiency and safety.

**Associate Developer**, Quotient, Inc. May 2016 - May 2018

- ❖ Developed various internal Java and PHP applications that integrated with a custom NoSQL (json) database including a database management system that controlled Smithsonian Inst. proprietary artifact records data.
- ❖ Created a fully customizable interactive education and training center for site users and project volunteers.
- ❖ Designed and implemented content management interfaces for interactive museum exhibits.

**Web Development Intern**, Mindgrub Technologies Jun 2013 - Dec 2013

- ❖ Designed a mobile game for Snyder's Pretzels using built-in device accelerometer and gyroscopic sensors.
- ❖ Implemented a mobile application for Polk Audio using an HTML5/JavaScript and a Bluetooth LTE web API that controls wireless speakers and allows users to set up song playlists cooperatively.

## Education

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**B.Sc. Information Systems**, University of Maryland, Baltimore County May 2016