

Shahar Hodafi

UNITY DEVELOPER

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SUMMARY

Experienced Unity Developer with strong QA and game architecture experience. Building scalable C# systems based on SOLID principles and Design Patterns, designing complex UI systems, and performance optimizations for mobile platforms. Technical mentor focused on deliver high quality code, reviews and maintainable code in Agile environments. I am currently looking for new development opportunities.

EXPERIENCE

Unity Development Lecturer – "SVCollege" | Tel-Aviv

2025 - Present

- Created complete teaching plans that translate complex technical concepts into simple and intuitive modules.
- Mentoring of students in professional core competencies including, code reviews, collaborative team work, clean code architecture and structured development workflows.

Unity Simulation Developer - Freelance | Remote

2025 - 2026

- Independently led the end-to-end development of a psychological simulation project, from initial requirements analysis and client specification to UI/UX design and backend execution.
- Designed a highly modular system using SOLID principles and Design Patterns allowing long-term maintainability and provide a solid framework for scaling the project in the future.
- Developed custom editor frameworks using AI tools that reduced the complexity involved in the story creation process.

Unity Game Developer - "Add Force" | Remote

2024 - 2025

- Developed core gameplay mechanics for mobile games, including complex grid-based systems and dynamic level design.
- Worked in an Agile development team, working closely with developers and QA to deliver high quality, performant releases.
- Suggested new features and gameplay ideas that continuously added value to the project, being proactive and working with a cross-functional team.

PROJECTS

"Max Collision" - Personal Project (Unity) | [Try My Game](#)

In Progress - Playable Demo

- Developed an arena style vehicle combat game for PC, mobile and controller input, including physics, collision and damage mechanics, gameplay logic, AI opponents, UI, architecture and more.
- Created a vehicle controller with Rigidbody physics, collision detection, and a raycast-based AI opponent layer with reactive evasion.
- Designed game core systems using SOLID principles and design patterns to be easy to expand.

EDUCATION

Game Development Course in Unity "SV College" | Tel-Aviv

2023 - 2024

Computer Science and Web Design "Qualitest" | Netanya

2012 - 2015

SKILLS

C#, Python, SQL, HTML, Unity 2D, Unity 3D, Unity VR (XR), Unity WebGL, Visual Studio, GitHub, Jira, QC, Microsoft Office, SOLID Principles, Design Patterns, Scalable C# Infrastructure, Technical Mentorship, Teamwork, Problem-Solving, Cross-functional Collaboration, Organization, Prompt engineering with Gemini, Claude, ChatGPT, Copilot, and other AI tools.

LANGUAGES

Hebrew - Native, English - Professional