

Omer Zadok

E-mail: OZadok@gmail.com • Phone Number: +97250-8354886 • Israel
Linkedin: www.linkedin.com/in/Omer-Zadok • Website: www.OmerZadok.com

Hi, I'm a Game Developer, math enthusiast, and gamer (pc, consoles, board games). I am searching for a way to use my computer science and mathematics knowledge to design an interactive experience. I'm excited about new innovative ideas, game mechanics, AI, and sophisticated algorithms. Fast debugger and excellent code writer.

Skills:

- Unity
- C#
- Object-Oriented Programming (OOP)
- Git
- Mobile
- AR / VR
- Shaders (HLSL)
- Physics systems
- Machine Learning
- Rider
- Trello

Work experience:

Bezalel Academy of Art and Design / Lecturer / Gaming Lab course 2022- Present

It's Raining / Co-Founder / Indie Game Developer 2022- 2022

We participated in the [Game Hub](#) launch cycle, one of five selected teams.

Bobo / Unity Developer 2020- 2022

Physiotherapy tool, product on the market, Part of 7 Programmers team.

Responsibilities: UI, Sensor Calibration, Data Collection, Raw sensor data processing.

Bezalel Academy of Art and Design / Teacher Assistant / Game Dev Jam course 2019- 2022

Drimia Interactive / Co-Founder / Indie Game Developer 2018 - 2021

 [Best Indie Developer 2021 Finalist / Pocket Gamer Mobile Games Awards 2021](#)

Aztec Ride

 [Pocket Gamer People's Choice 2021 Finalist / Pocket Gamer Mobile Games Awards 2021](#)

 [Winner / Big Indie Pitch mobile edition 2021](#)

Chimera Box

Events we have participated in:

- Jerusalem Games Conference 2019
- Game Space Tel Aviv 2019
- DLD Tel Aviv Innovation Festival 2019
- AniNation Festival Jerusalem 2019

Orbotech / Software QA 2014 - 2015

Worked at a multidisciplinary system in the image processing field as a software tester.

IDF / Artillery Corps / Fire Management Commander 2011 - 2014

Education:

The Open University / Master of Science (MSc), Computer Science 2025 - Present

The Hebrew University / Bachelor of Science (BSc), Computer Science (Extended) 2016 - 2020