SAAR BEN HORIN
Unity Developer

Professional Experience

Freelance developer
November '19 - Today

Provided contract-based development and consulting for interactive digital products, including web applications, e-commerce platforms, and game experiences.
Over the past three years, worked on a Unity3D Virtual Reality platform in the security sector, delivering real-time 3D features, custom shaders, and UX/UI improvements to optimize usability and performance.

IT Manager / System Adminstrator
August '14 - Septemeber '18

Previously worked as an IT manager and system administrator at several tech companies, with the most recent being XMPIE by CareAR. Responsibilities included planning yearly budgets, assessing purchases and new equipment, communicating with local suppliers. as well managing, deploying, upgrading, and backing up virtual and physical servers in AWS, Azure, and VMware ESXi environments. Provided solutions for software, cyber security, physical infrastructure, and tier 1-2 help-desk support.

Israel Defense Force'
May '11 - May '14

Military service in the Israel Defense Force's C4I Teleprocessing corps in Jerusalem, with several technical roles that provided valuable experience that has aided my integration into the tech industry.

Education

2018 - 2022
Bachelor of Design(BDes), Visual communication
Bezalel Arts and Design Academy, Jerusalem

2012-2014
Microsoft Certificate Courses on Windows Server infrastructures

2011-2012
School for Computer Professions, MAMRAM unit, IDF
Management of computer systems infrastructure course

2010-2011
"Ort" Hermelin College, Netanya
Diploma studies, Software technician

2010-2006
Ort Gutman High School, Netanya
Full "Bagrut" studies while majoring in Software Engineering

About

Bachelor's degree in Visual Communication Design with a specialization in Game Design from Bezalel Academy of Arts and Design. Brings six years of experience in IT systems infrastructure and participation in the inaugural Entrepreneur Design Team Program. Currently develops Unity-based games independently and delivers contract web and game development and design services with small teams. Strongly motivated by building high-quality interactive products through design, technology, and innovation.

Technical Abilities

Unity, Unreal Engine, zBrush, Blender, Substance 3D Painter, Cinema4D, Houdini, Character Creator 4, Headshot, Gaea
Photoshop, Illustrator, ProCreate, After Effects, Premiere Pro, Animate, InDesign, XD, Figma.
C#, CPP, HLSL, Shader Graph, .NET, Java, PowerShell, BASH, BATCH, JSON, AWS, PYTHON, SQL, Swift, XML, Office 365, Windows Server 2012-2019, CheckPoint FW, OpenDNS, ArcServe, NetApp, Azure.

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* Recommendations on demand