

Elad Cohen

Game Designer

Systems Designer

Boss Fight Designer

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SUMMARY

A passionate game designer, newly graduated with a bachelor's degree in computer science with specialized coursework in game design and development. Proven track-record in team collaborations and work under pressure during my service as a developer in the IDF. Looking to take the game industry by storm.

SKILLS & ABILITIES

- Strong understanding of game design and psychology concepts, self-determination theory, types of motivations and rewards.
- Familiar with the iterative design process, including conducting playtests, looking for and solving problems, and rethinking problematic aspects of the design.
- Great verbal and written communication skills. Engaging, department specific GDD writing and flow chart illustration skills using tools such as Figma.
- Proficient with Unity using C#, also proficient in C, C++, Java, JS, SQL DB and MongoDB.
- Skilled in Excel, able to analyze a large amount of data through generation of charts and graphs, and strategic use of formulas and functions to generate the relevant numbers.
- Strong math understanding, able to design and work with complex functions and equations.
- Proficient with a variety of brainstorming techniques such as SCAMPER and Reverse brainstorming.

PROFESSIONAL EXPERIENCE

Oct 2023-
Present

Indie Game Developer

Active indie game developer, I work on designing and developing smaller scale games and prototypes while adhering to the process, especially regarding design. I brainstorm and formulate ideas, systems, and mechanics. I write GDD's and draw out system flowcharts to keep the design and development process organized and efficient.

- Designed, developed, and balanced "Lucid Magic" a 1vs1 competitive card game with innovative systems and mechanics.
- Designed, developed, and wrote "Code Phantom" – a small scale narrative driven horror/mystery game.
- Designed and developed "The Experiment" a playable prototype for a horror/mystery game focused on puzzles and deduction through clues to unravel the mystery.

Mar 2018-
Oct 2020 **Full Stack Web and Systems Developer IDF**
Full stack developer worked primarily in C#.Net with SQL DB on the backend and Angular/Typescript on the front end. In my time as a developer, I gained valuable experience regarding working in a team under a time crunch, communication and problem solving, pushing updates, and maintaining an active service.

- I developed meaningful features in military systems.
- I took part in overseeing emergency drills with an emphasis on using said systems and received valuable feedback from our users which was then used to better the system.
- I lead projects and created prototypes for new systems set to improve operation efficiency.
- I took part in meetings with higher ups to present said prototypes and gain support for continued development.

EDUCATION

Oct 2020-
Oct 2023 College of Management Academic Studies, Bachelor of science (Computer Science), Graduated with honors.

ACCOMPLISHMENTS

- Awarded first place in a game design and development contest in my college during my studies, with the game "The Experiment".