

Elad Cohen

Unity Developer

Summary

Unity developer with a B.Sc. in Computer Science, experienced in building and shipping production-ready games using Unity and C#. Contributed to a commercial PC title at Clover Bite, developing gameplay systems and tools. Background as a full-stack developer in IDF roles, working with C#/.NET and React/Angular in fast-paced, high-pressure environments.

Work Experience

Apr 2025 - Apr 2026

Cloverbite Studio, studio closed

- ◆ Sole programmer on [Everhome](#), a 2D game developed in Unity, C# - owning development from initial concept through full production
- ◆ Architected and implemented core gameplay systems for modular house building and resident behavior, enabling flexible content expansion
- ◆ Developed internal tools and editor workflows to streamline asset integration and significantly improve iteration speed for design and art teams
- ◆ Designed systems with a focus on scalability, maintainability, and rapid iteration in a production environment
- ◆ Collaborated closely with designers and artists to translate gameplay concepts into polished, player-facing features

Mar 2018 - Oct 2020

Full Stack Web and Systems Developer IDF

- ◆ Developed and maintained full-stack systems using C#/.NET, SQL, and React/Angular in a production environment
- ◆ Implemented new features and improvements for operational systems, ensuring reliability and performance under real-time constraints
- ◆ Collaborated in cross-functional teams, working under tight deadlines and high-pressure scenarios
- ◆ Led development of prototypes for new systems aimed at improving operational efficiency
- ◆ Presented technical solutions to stakeholders to drive adoption and continued development
- ◆ Participated in emergency drills, gathering user feedback and iterating on systems to improve usability and effectiveness

Personal Projects

- ◆ [Lucid Magic](#) – 1v1 competitive card game prototype with custom gameplay systems
- ◆ [Code Phantom](#) – Narrative-driven horror/mystery prototype
- ◆ [The Experiment](#) – Puzzle-based prototype focused on deduction mechanics

Contact Info

054-239-3632

[Portfolio](#)

[Email](#)

[LinkedIn](#)

Education

Dec 2024 - Dec 2025

Tiltan School of Design and Visual Communications, Game Design and Development Studies.

Oct 2020 - Dec 2023

College of Management Academic Studies, Bachelor of Science (Computer Science), Specializing in AI.

Graduated with honors.

Technologies

Unity, C#, Visual Studio, Visual Studio Code, Git, SQL, DOTween, Cinemachine, REST APIs

Soft Skills

Communication, Collaboration, Proactive, Attention to Details, Mission Orientation, Strong Work Ethic

Languages

Hebrew - Native
English - Fluent