

MOR AJUBEL

Unity Developer | Gameplay Programmer

+972 52-563-3974

Portfolio

Ajubel123@gmail.com

Tel Aviv, Israel

Mor Ajubel | LinkedIn

SUMMARY

Unity Developer focused on C# gameplay programming and modular system design. Hands-on experience building gameplay systems including combat, AI state machines, input handling, scoring, resource management, and UI integration. Strong understanding of object-oriented programming, event-driven architecture, debugging, and performance optimization in Unity.

PROJECTS

Unity - Sound Spectrum (Rhythm Game, Team Project)

- Developed a timing-based rhythm game architecture synchronized with audio playback using Unity's DSP time.
- Built modular note spawning, movement, and hit-judging systems with Perfect, Good, Miss, and Bad Press states.
- Implemented event-driven input handling using Unity's Input System for independent gameplay lanes.
- Designed reusable song and note data structures using ScriptableObjects and structured C# data models.
- Integrated scoring, combo, UI feedback, and gameplay state management into the core game loop.

Unity - Blades & Brains (Solo Project)

- Developed modular player combat systems including light/heavy attacks, blocking, dodging, targeting, and movement states.
- Implemented enemy AI using state-machine-based behavior for detection, chasing, attacking, and combat transitions.
- Built interconnected gameplay systems including combat, resource management, progression, and base mechanics.
- Integrated Cinemachine for transitions between strategy and third-person action gameplay.

Unity - Geometric Run (Arcade Prototype)

- Developed the complete gameplay loop including player input, obstacle logic, scoring, and restart systems.
- Implemented event-driven communication between gameplay and UI systems.
- Structured gameplay states and restart flow with modular, readable C# components.

EDUCATION

SV College

Unity Developer Program

03/2026 - 09/2026 Tel Aviv-Yafo, Israel

Hacker U

Game Development & Design Program

07/2024 - 11/2025 Ramat Gan, Israel

SKILLS

Programming

C# Object-Oriented Programming

Event-Driven Architecture

State Machines

Clean Code

Debugging

Unity

Unity

Input System

ScriptableObjects

Object Pooling

Cinemachine

Unity Profiler

UI Systems

Performance Optimization

Unity Version Control (Plastic SCM)

Additional

Unreal Engine 5

Maya

ZBrush

Substance Painter

EXPERIENCE

Restaurant & Bar Manager

Ouzeria

07/2021 - Present Tel Aviv-Yafo, Israel

- Lead teams and coordinate operational workflows in a fast-paced environment.
- Manage scheduling, logistics, and real-time operational decision-making.
- Resolve complex problems under pressure while maintaining consistent execution standards.

LANGUAGES

Hebrew

Native

English

Proficient