Hen Lax

Unity Developer

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SUMMARY

I'm a unity developer with a love for complex systems and great user experience - especially the kind that involves fun animations. An ex-aspiring-writer, indie game-lover and cinema buff, I have a passion for video essays, restoration videos and actual-play Tabletop RPG podcasts.

EXPERIENCE

Senior Unity Developer
L.L. Software / Rehovot / 2019 - 2021

- Managing the redesign and development of a large infrastructure codebase used to add functionality to 3D models, utilized by clients to demo and train on their products
- Designing and building a network VR product using UNET and SteamVR
- Adding major features to the company's flagship mobile app for management and creation of customer knowledge bases
- Building XR prototypes, POCs and demos for both internal use and for client-facing scenarios
- Working directly with clients, art/design team, and QA
- Recruiting and onboarding new team members

Unity Game Developer (Development, Game Design, Animation)
Independent Project & Freelance / Tel Aviv / 2018 - 2019

- Coded all aspects in C# & built all game infrastructure for a top-down RPG in Unity
- Freelance development, including a VR experience for Alzheimer's researchers, a multiplayer PC shooter game, and a mobile luck game app

Fullstack Developer & Security Analyst
Check Point Software Technologies (Security Service Group) / Tel Aviv / 2014 - 2018

- Developed a system of internal tools using AngularJS and spring frameworks
- Worked on an AWS project for automated testing of Check Point's systems, using AWS services - including databases, virtual computing and virtual machines
- Worked on an independent project for developing XSS protections, including extensive research and testing, during 1 year spent as a security analyst

EDUCATION

B.S.c in Computer Science / Tel Aviv University / 2014 - 2018

SKILLS

Professional: C#, Unity Engine, SteamVR, AngularJS, HTML5 (3 years experience each); GIT, Linux, networking (advanced knowledge); C, Java, Python (intermediate knowledge); AWS, Firebase, Photon, AR Foundation, OculusSDK (some experience); scrum methodology and product definition

Languages: Hebrew (Mother Tongue), English (Very advanced)

Other: Quick and independent learner, great at problem solving and seeing the big picture, organized, responsible and love working in a team. Effective communicator and love seeing items through completion.