



## Amit Chai

Unity Developer & Designer

22 Hashnayim St. Givatayim

(+972) 528306257

[amitchai2@gmail.com](mailto:amitchai2@gmail.com)

Portfolio:

<https://www.wingsgames.com>

### SKILLS

- Unity Development
- VR & AR Development
- C# Programming
- Photon Networking
- Game Design
- Project Management
- Client Communication
- Use of Design Tools (e.g., Adobe Photoshop, Maya)
- Software Troubleshooting
- Cross-platform Development
- Problem-Solving Skills

### LANGUAGES

- Hebrew (Native)
- English (Fluent)

## PROFESSIONAL SUMMARY

Dedicated Unity Developer with over a decade of experience in creating interactive gaming experiences. From crafting engaging applications for diverse clients to pursuing innovative personal projects, my journey in the realm of Unity has been expansive and enriching. With a solid understanding of design tools and AR/VR technologies, I strive to leverage my skills to bring ideas to life, enhancing the gaming landscape one project at a time.

## EXPERIENCE

### Freelancer, Israel - Unity Developer

Jan 2019- PRESENT

As a freelance Unity Developer, I have collaborated with a diverse range of clients on over 40 distinct projects. These collaborations have expanded my Unity development skills and fine-tuned my abilities in client communication and project management. By tailoring my approach to meet specific client requirements and providing post-launch support, I have successfully ensured customer satisfaction and the successful completion of each project.

### Wings Games, Israel— Indie Developer

Jan 2010- PRESENT

Independently developed and published a variety of innovative games, including WebXR mini-games and multi-player robotic games. These projects have helped me build expertise in Unity3D and related technologies, expand my creativity, and refine my understanding of the gaming industry.

### Freelance, Israel - IT Technician

Jan 2000 - Dec 2018

During this period, I operated as an independent IT technician, providing comprehensive tech support and solutions for a variety of home clients. This experience helped me develop an extensive knowledge base in PC and hardware troubleshooting, maintenance, and repair.

## EDUCATION

### Bezalel Academy of Art and Design

Animation, Interactive Technology, Video Graphics and Special Effects

2001- 2006

During my academic years at Bezalel, one of Israel's most prestigious institutions for art and design, I specialized in Animation, Interactive Technology, Video Graphics, and Special Effects. This multi-disciplinary program offered a comprehensive study of diverse digital mediums, allowing me to explore and hone my skills in various aspects of game development. This background has provided me with a strong foundation in Unity development, contributing significantly to my expertise in the field.

## MILITARY SERVICE

### Behavior Unit, Tel Hashomer Base, Israel — IT Support

1996-2000

In my military service, I was assigned as an IT support in the Behavior Unit at the Tel Hashomer Base. I was responsible for the operation of the office's technical equipment and software, ensuring the smooth running of daily tasks. In addition, I took part in the creation and presentation of various projects, gaining valuable experience in teamwork, problem-solving, and time management.

## PROJECTS

**Reality End:** A Metaverse-based game allowing players to combat an android army, compatible with both VR and non-VR mode.

**Molar Mechanics:** An interactive VR simulation of a detailed dental implant procedure, designed for Oculus Quest 2.

**AVA GPT:** A demo-stage app using GPT technology and Ready Player Me avatars for more personalized and engaging AI conversations on a WebGL platform.

**SkyTrek:** An open world flight simulator, supporting real-world dynamic mapping and offering various missions in VR.