

MICHELLE RIVKIN

Unity Developer | C#

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SUMMARY

Unity Developer specializing in C# gameplay systems for mobile and PC. Professional experience developing a 3D multiplayer educational game, with projects spanning local multiplayer, match-3 systems, turn-based combat, UI, enemy behavior, and ScriptableObject-driven architecture. Background in cloud infrastructure and DevOps with strong debugging and systems-engineering experience.

EXPERIENCE

Unity Developer English Room LTD

- 05/2026 - 08/2026
- Implemented gameplay systems for a 3D multiplayer educational RPG in Unity/C#, including a combat loot-drop system with configurable item drop chances, platform-jumping mechanics, and scale-comparison puzzles.
- Contributed to the design and implementation of 8 puzzle levels and the game's open-world environment.
- Reproduced and investigated gameplay defects, identified root causes, and implemented fixes across gameplay and UI systems.
- Collaborated in a 5-person development team using Git.

Cloud Administrator Government Unit

- 01/2022 - 09/2024
- Worked as a storage, virtualization, and cloud administrator in a production environment.
- Used infrastructure and scripting tools including NetApp, VMware, Python, and PowerShell/PowerCLI.

PROJECTS

Fuzzy Frenzy

- <https://github.com/irisgorelek/Fuzzy-Frenzy-Final-Project>
- GameDevelopHer Capstone | Team of 4 | Unity · C# | Mobile**
- Selected as 1 of 2 teams from ~60 applicants for CandiHub, receiving ₪80,000 in development funding toward commercial release.
- Developed core match-3 systems including grid generation, tile swapping, match detection, cascades, scoring, power-ups, hinting, and obstacles; used ScriptableObjects for data-driven content and DOTween for responsive animation.

Couch Codes

- <https://github.com/michellerivk/Couch-Codes>
- Solo Project | Unity · C# · Node.js · HTML/CSS/JavaScript | Mobile + PC**
- Built a local co-op party game in Unity, owning gameplay logic, turn flow, scoring, and overall game architecture.
- Designed a multiplayer setup where a Unity PC host managed authoritative game state while a lightweight Node.js layer handled rooms and browser-based controllers.

Critter Clash

- <https://github.com/michellerivk/CardCombatGame>
- Solo Project | Unity · C# · 3D + 2D · ScriptableObjects | PC**
- Built a turn-based card battle system with mana management, card drawing and placement, lane-based combat, health, and three distinct creature abilities.
- Implemented multiple enemy-placement strategies and battle setups, including defensive, aggressive, and randomized behaviors, with animated combat and replayable encounters.

SKILLS

Game Development

Unity	C#	Gameplay Programming
UI	AI / Enemy Behavior	Physics
Local Multiplayer	2D / 3D	

Architecture & Systems

ScriptableObjects	MVC
Event-Driven Systems	Object Pooling

Tools

Git	Firebase	DOTween
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EDUCATION

Bachelor of Science in Computer Science

The Open University of Israel
03/2024 - 09/2027

Unity Developer Course GameDevelopHer

- 08/2025 - 04/2026
- Main focus: Unity, C#, gameplay systems, UI, Firebase, clean architecture, debugging, profiling.

DevOps Development Program Basmach - IDF School of Computer Science

- 08/2021 - 01/2022
- Full-time technical training in Linux systems, Python, SQL, virtualization, storage, Docker, Kubernetes, CI/CD, Jenkins, and infrastructure automation.