

Ziv Croitoru

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Summary

Final-year B.Sc. Software Engineering student and M.A. Digital Games Design & Development student, specializing in Unity development, technical art and animation. Creator of a 135K+ subscriber YouTube channel, with hands-on experience shipping mobile games and leading multidisciplinary projects.

Professional Experience

Unity Technical Artist – Hoppa-Play ("CrazyLabs" Publisher) | 2026–Present

- **Develop optimized C# scripts, custom websites and tools, and advanced shaders/VFX** to ensure high-performance on mobile devices.
- **Integrate AI-driven workflows** to streamline asset production
- **Partner with industry veterans** to resolve bottlenecks and lead creative production for high-conversion advertising content.
- Contributed to **4 shipped mobile games**.

Unity & Web Developer – Playscape - "Hebet Unit" | 2025–2026

- Led a 10+ person team developing React & Unity platforms; standardized mockup-to-product cycles.
- Integrated internal AI tools and enforced GitLab/QA workflows to optimize production.

Internships

- **Creative Tech Art | Veryo Studios (2025):** Produced Blender animations and promotional content, increasing social media engagement by 300%.
- **Software Engineer | MetekuAI (2024–2025):** Developed SQL/API integrations for antisemitic detection systems and designed UX/UI mockups in Figma.

E-Learning Team Lead & Multimedia Specialist (Sgt.First Class) | IDF – C4I & Cyber Directorate | 2018 – 2023

- **Unit Excellence:** Awarded Certificate of Excellence for leading a 15-person team in delivering mission-critical e-learning solutions during the COVID-19 crisis
- Managed a professional production studio; produced animations and technical training simulations.

Education

- **B.Sc. Software Engineering (Game Dev Specialization)** – Shenkar | 2023–2027 | **GPA : 85**
- **M.A. Digital Games Design & Development** – Shenkar | 2026 – 2028
- **Shenkar Gaming Club:** Founded and produced student events for game creation, networking, and play.

Skills & Certifications

- **Coding:** C#, C/C++, JS (React, [Three.js](#)), Python, SQL, Node.js, MongoDB.
- **Tools:** Unity, Unreal Engine, Blender, Adobe Suite, Cinema4D, Git, Figma
- **Certifications:** Unity, UX Design (IITC), Cinema4D, Motion Design (Shenkar Skillz).
- **Languages:** Hebrew (Native), English (Fluent).