

MOR AJUBEL

Gameplay Programmer & Technical Game Designer

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📍 Tel Aviv, Israel

🔗 [Mor Ajubel | LinkedIn](#)

🔗 [Portfolio](#)

SUMMARY

Junior Gameplay Programmer & Technical Game Designer with hands-on experience developing gameplay systems, combat mechanics, AI state machines, and core loops in Unity and Unreal. Strong focus on system design, feature implementation, and fast iteration cycles - aligned with Live Ops environments. Skilled at breaking down features into clear technical/design tasks, rapidly prototyping, analyzing results, and improving performance and usability. Looking to contribute to a data-driven team developing scalable F2P experiences with continuous content and feature updates.

PROJECTS

Unity - Blades & Brains (Solo Developer)

- Hybrid 3D action & strategy game.
- Developed full combat system: light/heavy attacks, blocking, dodging.
 - Implemented AI behavior for enemies and allied units (state machines).
 - Designed and built resource economy, crafting flow, and game loop.
 - Created seamless mode-switching using Cinemachine.
 - Built full 3D environment, UI, and core systems from scratch.
 - Took the project from concept → prototype → playtesting.

Unity Mini Game (Arcade Prototype)

- Designed a simple, addictive arcade loop for broad casual-player appeal.
- Focused on intuitive controls and instant feedback to boost replayability.
- Built a clean scoring system demonstrating fun-first gameplay design.

Lost-Inspired Survival Prototype - Unreal Engine 5 (Solo Project)

- Built core survival mechanics: hunger, thirst, crafting, collecting materials.
- Designed player movement, interaction systems, and blueprint architecture.
- Created shelters, tools, and interactive level design.
- Developed a functional gameplay loop showcasing strong Unreal workflow.

3D Art

- Maya** - 3D modeling, clean topology, UVs, basic rigging, FBX pipeline
- Zbrush** - High-detail sculpting, anatomy, retopo, high→low workflow, map baking
- Substance Painter** - PBR texturing, smart masks, generators, high→low baking, exporting to Unity/Unreal.
- Houdini** - Procedural tools, destruction setups, node-based workflows, technical art automation.

EDUCATION

Hacker U

Game Development & Design Program
📅 07/2024 - 11/2025 📍 Ramat Gan, Israel

Ben Zvi High School

High School Diploma
📅 01/2011 - 01/2014 📍 Kiryat Ono, Israel

EXPERIENCE

Restaurant And Bar Manager

Ouzeria
📅 07/2021 - Present 📍 Tel Aviv-Yafo, Israel
Although outside the gaming industry, this role strengthened key skills essential for game development teams:

- Leading a team in high-pressure environments.
- Fast problem-solving and decision-making.
- Managing operations, planning, and resource control.
- Delivering a consistent, high-quality user experience.
- Communication and working with multidisciplinary staff.
- Shows leadership, responsibility, teamwork, and reliability.

SKILLS

Game Development

Unity(C#), Unreal Engine5(Blueprints), Gameplay Programming, Level Design (3D & 2D), UX & UI Design, AI Behavior & State Machines, Systems Design & Balancing

3D Art & Technical Art

Maya, ZBrush, Substance Painter, Houdini (Procedural Tools), Rendering & Texturing, Materials, PBR Workflow

Additional Skills

Problem-Solving, Analytical Thinking, Project Management, Teamwork & Communication

LANGUAGES

Hebrew Native

English Proficient