Mercury Leonardo Finnegan

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UNITY DEVELOPER

Contact info

Phone - 052-6220134
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Languages

English (Native)

Hebrew (Native)

Skills

C#

Unity

Unity Assets

Unity Addressables

Unity Input System

Unity HDRP & URP

Unity Scriptable Objects

Python

AWS (Cognito, S3, IAM)

Git, Plastic SCM

Googling

Augmented Reality

GraphQL

Firebase

System Architecture

Unit Testing

Hobbies

Black belt in Taekwondo,
Writer, Artist, Creating games
(PC/Android)

Summary

Over **4 years** of experience **developing games** with **Unity** for both PC and Phones. Strong problem-solving and creative thinking with great interpersonal relations. Proven work experience on a multitude of projects and various frameworks. Great desire to handle complicated technological challenges. High drive for developing new concepts and implementing them. Participated in several **Hackathons** and **Game jams**. Adheres to **clean code** practices and the **SOLID** principles. Mentoring teams in 2022 GameJamPlus.

Employment History

Freelance Unity Developer (Unity-C#)

2021 – CURRENT

- Strikeco – Created a **rhythm game** that receives input from a **real-world robot** that has a tennis ball attached to it. The game converts any song to beats, represented by tennis balls that the player must hit on a real-life robot timed with the song's rhythm.

- BoBo Balance – Created screens by design team's requirements and adjusted them according to the **client's feedback**. Made an automated build tool that uses Git commands to generate a build version.

- Working with several companies to deliver reliable solutions
  - Working with a team of developers to deliver updates to an existing app under short **sprints**.
  - Fitting app **UI** to multiple screens' **resolution**, from small phones to large iPads.
  - Writing **GDDs** per client's requests.

Dungeon-Sim (Unity-C#)

2022

Dungeon Sim is a 3D 3rd Person Action game for the PC, in collaboration with two other indie games. Led a team of two programmers and two artists to create the game for Totem. Developed a **full game** from design to finished product. Received **community feedback** and implemented it. Dungeon-Sim Link

Unity Developer at Eramorph (Unity-C#)

2021 - 2022

- Planned several features from **architecture** to development and support. Implemented varied **design patterns** by need.

- **Integrated** 3rd party apps (Instagram, Facebook, Google, Monday) to product, using **GraphQL** via their **APIs**. (Python & C#)

- Worked on product from backend (**AWS**) to frontend.

Student Developer at Intel Corporation (C#)

2018 — 2019

Education

B.Sc., Software Engineering, Azrieli College of Engineering

2016 — 2020

- **Final Project: AR Motion matching** (Unity-C#) – An app to help athletes improve technique by using **Augmented reality** to scan the user's movement. Project Video Link (**Grade:93**)