



Amit Arnon

Game Designer & Developer

Available for Full-Time Positions, Freelance Projects & Part-Time Roles

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Knowledge & Skills

Unity

C/C++

C#

AI / Artificial Intelligence

VR/XR

Arduino

SQL

Job Experience

Lead Game Designer | Notable Games

2025-2026

Game designer, transforming modern board games into turn based strategy video games (including *Mouseburg: Pursuit of Power* and *Revive: New Genesis*). Creating game systems, progression and meta devices and lore & narrative.

De-facto CEO / CPTO | CHA Games

2022-2025

Tech and product lead in a partnership with Dov Moran, working on a multiplayer mobile puzzle game.

Consulting, Mentoring & Teaching

2021-Present

Taught an advanced Unity programming class at Tiltan School of Design and my own Unity Masterclass. Conducted seminars for Beach Bum and Matific, mentored at Tiltan accelerator, and volunteered with EdStart and QueenB Gamedev. Did projects including a 3D lidar statistical data app and consultation work for a casual game company.

CTO, Partner & Lead Programmer | We Create Stuff

2018-2022

Served as CTO and Partner of the studio, and worked as the Lead Programmer on the psychological horror game *In Sound Mind*.

Client Lead | Jelly Button

2016-2018

Led unity game server development and a team of 2-4 developers for the game Monster Blasters (Godzill.io). Handled AI and optimizations. Also acted as a hands-on developer while managing the team.

Developer | Sidekick

2015-2016

Worked on VR titles including Romans from Mars and Age of Diamonds. Developed Pet Monsters (published by Rovio) as a Unity developer and JavaScript server-side developer using GameSparks. Developed activity games for the children's MMO Globo.

Game Designer & Electronics Engineer | Escape Rooms

2015-2016

Developed physical Escape Rooms across the country using Arduino and custom libraries. Also handled Unity work for Escape Rooms and counseled Unity game developers.

Client Team Leader & Tech Lead | Seven Elements

2013-2015

Created the Massive Multiplayer Online Strategy Game 'Sky Wars: Archon Rises'.

Freelancer & Consultant | Various Game Companies

2013

Worked as a freelancer in various game companies as a consultant and prototype creator.

Freelancer | Applicasa

2012-2013

Created a Unity plugin in C#, Objective-C, Java and C++ (iOS and Android) for a company creating serverside Database and promoted store solutions.

Team Leader | Cowboy Gaming

2012

Led a group of 2 freelancers on a Unity game. Handled coordination with management/art, iOS/Mac work, physics in Unity, and wrote a fully functional server from scratch using Player.IO.

Senior Programmer & Team Leader | AdventureMob

2011-2012

Worked on adventure games including Leisure Suit Larry Reloaded and Bolt Riley (for which I was the programming team leader and lead programmer) in C# with the Unity Engine. Created programmer/designer tools and editor scripts.

Programmer | HP / GreenCloud / ExaNet

2008-2011

Software development in C#, Python, and C++ for digital industrial printers, cloud computing startups, and clustered NAS systems in LINUX environments.

Senior Programmer & Project Leader | Intelligence Unit (8200)

2004-2008

Worked in small teams on various short and long-term projects using C++, Java, C#, and Python. Utilized extreme programming and Scrum methodologies.

| Selected Game Projects

Mouseburg: Pursuit of Power

Lead Game Designer

Monster Blasters (Godzill.io)

Client and Server Team Lead at Jelly Button (AI focus)

Sky Wars: Archon Rises

Client Team Leader and Lead Programmer

Leisure Suit Larry Reloaded (Demo)

Led the team making the demo for a successful Kickstarter

Game Jam Highlights

Oops Hellscape (2016), GGJ 2015, GGJ 2014 (Featured 1st on Unity Blog)

In Sound Mind

Lead Programmer

Pet Monsters (Rovio)

Front-end & back-end developer

Bolt Riley

Programming Team Leader and Lead Programmer

Globo (Children's MMO)

Developed mini-game activities