



Amit Arnon

Head of Engineering · CTO · Game Technology Leader

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

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Summary

Game engineering leader with 20+ years in software, 15 of them in games. Former CTO and Head of Product & Technology who built a game company from the ground up; hired and led teams of up to 7 developers and cross-functional teams of developers, artists and project management. Shipped PC, console, mobile, multiplayer and VR titles including *In Sound Mind*, *Monster Blasters* and *Sky Wars*. Hands-on Unity/C# architect, experienced mentor, and early adopter of agentic AI (Claude Code).

Skills

Leadership: Hiring & team building, engineering team leadership, technical strategy & architecture, roadmap & delivery, cross-functional collaboration, mentoring & training developers, Agile / Scrum

Engineering: Unity, C#, C/C++, Python, Java, JavaScript, multiplayer & game backends (Photon, Node.js, GameSparks, Player.IO), AWS, SQL, console porting (Xbox, PS5), game AI, optimization, VR/XR, Arduino

AI: Agentic AI development with Claude Code, AI-assisted prototyping, design and implementation

Experience

Lead Game Designer | Notable Games

2025-2026

Turning modern board games into turn based strategy video games (*Mouseburg: Pursuit of Power*, *Revive: New Genesis*). Used agentic AI (Claude Code) extensively to speed up prototyping and implementation.

Head of Product & Technology | CHA Games

2022-2025

Built the company from the ground up with Dov Moran; led product and technology for a multiplayer mobile puzzle game. Hired the whole team, including the CEO, 4 developers, 1-2 artists and a project manager; owned architecture, roadmap and delivery.

Unity Instructor & Consultant | Freelance

2021-Present

Taught advanced Unity at Tiltan School of Design and my own Unity Masterclass; seminars for Beach Bum and Matific; mentor at Tiltan accelerator; volunteer at EdStart and QueenB Gamedev. Consulting for a casual game studio and a 3D lidar data app.

CTO | We Create Stuff

2018-2022

CTO, partner and sole developer in the studio's small core team, owning all of its technology. Lead Programmer on the psychological horror game *In Sound Mind* through commercial release; personally ported it to Xbox and PS5.

Team Lead | Jelly Button

2016-2018

Led a team of 2-4 developers on *Monster Blasters (Godzill.io)*, including the Unity game server. Hands-on developer owning AI and performance optimization.

Unity Developer | Sidekick

2015-2016

Client and server-side (JavaScript on GameSparks) developer on *Pet Monsters* (published by Rovio). VR titles *Romans from Mars* and *Age of Diamonds*; activity games for the children's MMO *Globo*.

Escape Room Designer & Developer | Freelance

2015-2016

Designed and built physical escape rooms across the country with Arduino, custom libraries and Unity.

Tech Lead | Seven Elements

2013-2015

Hired and led a team of 7 developers building the massively multiplayer online strategy game *Sky Wars: Archon Rises*.

Freelance Unity Developer | Applicasa, Cowboy Gaming & others

2012-2013

Consulting and prototypes for game companies. Applicasa: cross-platform Unity plugin (C#, Objective-C, Java, C++) for backend database and store solutions. Cowboy Gaming: led 2 freelancers and wrote the game server on Player.IO.

Lead Programmer | AdventureMob

2011-2012

Programming team lead on *Bolt Riley*; led the team behind the *Leisure Suit Larry Reloaded* demo for a successful Kickstarter. Built programmer/designer tools and Unity editor extensions.

Software Engineer | HP, GreenCloud, ExaNet

2008-2011

C#, Python and C++ on Linux for digital industrial printers, cloud computing startups and clustered NAS systems.

Senior Software Engineer & Project Lead | Unit 8200

2004-2008

Led short and long-term projects in small teams using C++, Java, C# and Python, with Extreme Programming and Scrum.

Game Jams: Participated in the [Global Game Jam](#) almost every year since 2013. Highlights: GGJ 2014 (featured first on the Unity Blog), Oops Hellscape (2016), Untitled Metal Festival Game.