

Teddy Grossman

Programmer and game developer

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EXPERIENCE

Brackeys Game Jam — *Programmer*

February 2025

Successfully participated in a one-week game jam as the programmer of a four-person group creating a new game.

Tiv Taam, Caesarea — *Telemarketing and order fulfilment*

2021-2024

Facilitated large grocery orders from companies.

IDF — *Tank electrician*

2014-2017

Finished my mandatory military service with honors.

EDUCATION

Israel Animation College — *Video Game Developer Certificate*

2021 – 2024

Completed a video game development course with a focus on the Unity Game Engine.

Ariel University — *Computer Science Studies (Java, C, C++, C#)*

2019 – 2021

Completed computer science studies.

Sela College — *Android Application Developer Certificate*

2017

Completed a programming and android application course.

Hof HaCarmel Joint School Graduate — *Graduation Certificate*

2013

High school graduate with honors.

SKILLS

Video game development using Unity.

Creating Shaders in Unity and using Shader Graph.

Making 3D assets via Blender or 3DMax.

Knowledge in C, C++, Java, JavaScript, HTML, CSS.

PROJECTS

Bloody Mess — *Brackeys Game Jam game created in less than a week by a group of 4 people.*

Project Commando — *homage to the old Commando games, work in progress stealth tactics game.*

Gun.Smoke Remake — *first group project remaking an old game.*

Ring Runner — *endless runner style game project.*

LANGUAGES

English (*fluent*).

Hebrew (*fluent*).