

# Gilad Baumhorn

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50 Arlozorov Street, Ramat Gan, Israel

Cell: +972-52-896-8588

[me@gilad.info](mailto:me@gilad.info) - [gilad.info](http://gilad.info)

## Summary

A highly thorough game designer and producer that has been living and breathing games since he was in diapers, experienced in all different fields of game design and development including designing games top to bottom and leading development teams.

## Skills

- *Game Production:* Experience producing 10 published titles.
- *Leadership:* Experience leading development teams in a professional setting.
- *Analytics Design:* Experience outlining & using data to optimize game performance.
- *Excel & Sheets:* Proficient in using datasheets for workflow optimization.
- *Game Design:* Experience designing 12 published titles top to bottom.
- *Multi-disciplinarian:* Familiar with programming, 3D modeling & graphic design.
- *Documentation:* Experience articulating and documenting complicated game design concepts.
- *Jira & Agile:* Proficient in using Jira and other agile software for iterative development.

## Experience

### *PlayWorks Digital - Game Designer & Producer*

2017 - 2020

Led market research, game development strategy, identifying market trends, and planning game development road map. Led game design and production on 12 shipped titles across multiple platforms, including hyper-casual and casual games. Additionally, planned analytics data collection and led data-driven design iteration and optimization.

### *Freelance - Game Designer*

2016 - 2017

Worked with a company branching out into game development. Responsibilities included developing new content for existing games, advising on adapting existing games for new platforms, and developing new games in multiple genres.

## Education

### *Tiltan School of Design*

2016 - 2018

Studied Game Design and Development. Acquired varied experience in a multitude of fields relevant to the development of video games: Game Design, C# and C++ programming, 3D modeling, Unity 3D and Unreal Engine development - among others.