

# Ben Sella

Game Designer

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[Portfolio](#)

[LinkedIn](#)

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## About Me:

- I Love problem solving, to face challenges, to be creative and to reinvent myself.



## Game Designer eXperience:

- Currently a game Designer for Star [Singularity](#) , (a Space arcade adventure).
- Created and tested two complete board games.
- Unity class practitioner – Game design and development course – the Open University.
- Using my Game Design and User eXperience Working with Unity to create demos and games.
- Creating maps and levels since age 13 for games such as Doom, War Craft 2, and Star Craft, and more...
- About the age of 20 I modified a C&C Generals game and made my own Mode, creating units models sounds Cinematic and music.
- Beta tester for major game companies such as blizzard, Origin and other indie projects...



## Employment History:

**Elbit Systems-El-Op /Department manage -Team Leader & p.o.c. / Mar, 2009 - Aug, 2019-Rehovot.**

- Lead a team of 4 employs in a variety of unique industrial projects from planning a prototype and mass production.
- P.O.C. for two business partners, managing confidential projects.
- Manage all product quality (QA).
- Invented designated electronic systems and created more than 20 patens.

**V-Gen/ Integration Engineer / Jan, 2007 - Mar, 2009 – Tel Aviv.**

- Manufacturing and custom designated electro optics products.
- Developed an assembly line.

**Qualisense Technologies / Integration Engineer / Feb, 2003- Nov, 2004 -Yavne / Beer Yakov.**

- Developed and created solutions for complex experiments and product problems.
- Inventing and creating prototypes



## Education

- Diploma at Game Design ,User eXperience: Open University-Ramat Hasharon : Feb 2018-Oct 2019:(96).**

Game designer: Characterization Documents, level design, balance, Nerative.

uX, Ui: prototype documents, Web site design, menu design.

Programs and software: Maya, Photoshop, Construct 2, Unity and Sound editors(Audacity).

- Diploma at Practical engineer, The College of Management - Rishon Lezion : Jan 2006 – Nov2007:(94)**



## Accomplishments:

- I won the outstanding division employee award for 2019.
- Won the "Outstanding Improving Team award for 2016.
- I finished the 2016 Tel Aviv Marathon.



## Military service:

Electro-optics engineer, Ammunition base, IDF (1999-2002)



## Skills

Creative



Complex Problem Solving



Self Learner, thought my self to program, revers engineer and software.



Social Communication



Focus & Multi Task, Works well under Pressure and well manage multi-tasks



Computer Software: Unity, Construct 2, Photoshop, Maya, Video Edit software, Microsoft Office and more



Programming:

C++,C#,Java,Java Script.



## Languages

Hebrew: native



English: superior

