

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, Scripter, Level designer for Star [Singularity](#).
- 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 - Now -Rehovot.

- Lead a team of 6 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

- 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 : may2018-Februar 2019:(96).

- Game designer: Characterization Documents, level design, balance, Narrative. 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, Computers and communication, 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



Excellent

Complex Problem Solving



Excellent

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



Excellent

Social Communication



Excellent

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



Excellent

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



Very Good

Programming: C++,C#, Java, Java Script.



Very Good

Languages:

Hebrew: native



English: superior

