

CONTACT

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[Linkedin](#)

[Portfolio](#)

EDUCATION

Game Development and design degree at "Tiltan school of design" 2024-2026

SKILLS

Unity, GitHub, Git, DOTween, OOP, Design Patterns, Excel/CSV parsing, REST API, Wwise, Editor Tools, Optimization, AI Tools, ScriptableObject architecture, Unity Profiler, Frame Debugger, MySQL, JSON Serialization, Save Systems, and Photon, Firebase.

SOFT SKILLS

Communication, Self learner, Feedback-driven, Problem Solving, Fast learner.

LANGUAGES

- English (Fluent)
- Hebrew (Native)

LIOR BARKAI

UNITY DEVELOPER

PROFILE

Unity Developer with a background in web development, specializing in gameplay systems and scalable code that allows for fast iteration.

Experienced in Unity and C#, with a focus on both large-scale systems and the moment-to-moment feel that makes games enjoyable to play.

WORK EXPERIENCE

Mist Weavers

JULY 2024 - PRESENT

Unity Developer (Freelance)

- Sole programmer in a small indie team Developing a Bullet Heaven roguelite in Unity.
- Planned and implemented every gameplay system in the game.
- Created custom tools to support the art pipeline for our project.
- Integrated CSV parsing allowing the designer to iterate efficiently.
- Implemented UI Assets into Unity, creating responsive menus and clean hierarchy to allow for quick iteration.
- Improved moment to moment feel and interactions with Dotween/Feel(Unity Asset).
- AI-assisted programming to accelerate development and create custom Unity editor-tools

Cloverbite

May 2025 - December 2025

Unity developer & Game designer Intern

- Joined Cloverbite's incubation program as lead developer for two indie games that were supported and guided by the studio.
- Delivered features and systems with strict deadlines over a short development period
- Integrate CSV data into major systems in the projects.
- Led development on a 3d mobile game for the Haifa museum "Susita" exhibition, can be found [here](#) (Mobile only)

Digital transformation unit, IDF

FEB 2021 - OCT 2023

Full-Stack developer

- Developed multiple E2E websites for civilian and military use.
- Primary technologies used were React, Next.js, Typescript, MySQL and Azure Cloud.
- Developed REST APIs, data manipulation, SEO and optimization for the websites.
- Oversaw cloud deployment and version control.
- Worked on back-end, front-end and cloud integration for my unit.