

# Amit Ozalvo

## Summary

A leading game developer with over 10 years of experience. Skillful and versatile programmer with a deep understanding of the inner workings of backend architecture, frontend and game development.

## Technology Summary

C#, Java, Unity3d, C++, Elixir, Go, Ruby, Python, Javascript, ReactJS, Linux, Docker, Kubernetes, SQL, NoSQL, Redis, Kafka, RabbitMQ, AWS

## Professional Experience

### **Spot.IM: Tech Lead & Backend Team Manager (Jan 2018 - Aug 2019)**

Entered as a Senior Developer creating scalable microservices in Ruby, Go and Elixir serving millions of requests per second, while maintaining 4 year old legacy system written in Ruby. Interviewed, recruited and developed a backend team consisting of professionals who later became very successful at Spot.IM.

Continued to be the Tech Lead for a team delivering user facing features while being in charge for the architecture, code quality, delivery and tasks management.

### **IDF Intelligence Corps - 8200 & 9900 (Jul 2013 - Jan 2018)**

C/C++ developer in IDF Intelligence Corps for 3.5 years, acting as a team leader for one year. Some of the projects that I have developed include writing computer vision algorithms with the constraints of low resource (CPU / RAM / Storage) consumption. Unit Tests and System Tests in Python.

## Projects

### **Qfit - Appointment Scheduling App**

Servers built in Elixir, including a websocket server for updates, Authorization / Authentication server with access token & refresh token pattern using JWT, API Gateway, Google Calendar API integration and a background service to process commands.  
Clients built in React and React Native

### **Real Time Multiplayer Game**

A multiplayer game client built in Unity, with microservices written in .NET Core. The game server itself consisted of a physics engine to run simulations and server-side predictions. Automations written in Python.

### **Private instructor for game programming and general programming**

Gave game programming and general programming private lessons in Hebrew and English. Lead software design and architecture workshops for several Mamas Cyber Courses in the IDF Intelligence Corps, each workshop was a 2 days long intense challenge for the students including a big design exercise and 4 lectures given by me.