



ROEE AVRAMOT

GAME DESIGNER, PRODUCT MANAGER & PRODUCER

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ABOUT ME

16-year veteran Game Designer, Product Manager and Executive Producer with experience in a variety of game genres and platforms.

As a Game Designer and Product Manager, my passion is to create games which are based on the emotional fun experiences of myself and those around me, together with the use of Analytics data, Design thinking and Lean product management practices.

As an Executive Producer my passion is to envision a studio entity, build it from the ground up through the gradual recruitment of like-minded creative people and lead them under the common desire to create games together.



RoeAV.com



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EXPERIENCE

- SENIOR GAME DESIGNER | F2P CONSULTANT**
Self Employed | Mar 2019 - Present
As Senior game designer and F2P consultant I help various game studios, both in Israel and abroad by providing them with either fresh new concepts or specific tailored solutions for existing games.
- SENIOR GAME DESIGNER**
CET | Jun 2016 - Feb 2019
As Senior game designer I led the creative production of various educational games, among them was the #EduApp4Syria award winning game 'Feed the Monster - Learn Arabic'.
- EXECUTIVE PRODUCER & GAME DESIGNER**
Plarium | Aug 2013 - Jan 2016
As an Executive producer and Game designer I directly managed a full studio across two locations (Israel & Ukraine) and took the creative lead in creating my opus 'Heroes of Battle Cards'.
- OWNER, GAME DESIGN CONSULTANT & PRODUCER**
eMaginarium Studio | Jan 2010 - Aug 2013
eMaginarium was a studio that specialized in designing and developing deep and highly playable games, rapidly and at low cost.
With experience in a wide variety of game platforms and genres.
- LEAD GAME DESIGNER**
Tweegee.com | Jun 2009 - Jul 2010
As a Lead game designer, I was responsible for creating and directing the design and development process of various casual games and Interactive content applications.
- GAME DESIGNER**
Mogobe World | Jan 2009 - Jun 2009
As a Game designer, I was responsible for the design and the creative in the development process of a successful Kids MMO Virtual world, it's Casual games and various interactive contents.

EDUCATION

- BFA - FILM DIRECTING & SCRIPT WRITING**
Sapir Collage | 2005 - 2008
In my BFA Film studies I focused in the fields of: Script Writing, Film Directing and Film editing.
- CERTIFIED PRODUCT MANAGER (CPM)**
Technion | August 2019

LANGUAGES

I was born in Israel with Hebrew as my native language. In addition, I also have a bilingual proficiency in English and a basic proficiency in Russian, Arabic and Yiddish.

HEBREW - Native proficiency

ENGLISH - Bilingual proficiency

RUSSIAN - Basic proficiency

SKILLS & TOOLS

GAME DESIGN - Concept, Mechanics, Level design, Theme.
F2P DESIGN - Engagement, Monetization, Retention, Virality.
LEAN PRODUCT MANAGEMENT - Jira, Trello, Asana.
GAME ANALYTICS - Performance, Process and User data.
GAME ENGINES - Game maker studio 2, Unity.
INTERACTIVE NARRATIVE DESIGN - Write!, Twine.
UX DESIGN - Adobe XD, ProtoPie.
GAMES QA - Jira.

REFERENCES

Tom Fiedler | Senior Game Designer at Chimera
Contact info will be given when relevant

Nick Day | Head of Creative at Plarium
Contact info will be given when relevant

Guy Zigelman | Game Designer at Come2Play
Contact info will be given when relevant