

# Doron Assayas Terre

Interactive Developer & Experience Engineer

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**Summary** I am a front-end and game developer with an extensive software engineering background. Experienced Unity developer, expert C# programmer, and well-versed in web technologies.

I have an industry track-record building apps and games for web, desktop and mobile, and leading project development. I am also a game designer and creative coder, crafting user experiences that aim to move, delight and inspire.

I am interested in joining a talented, passionate, success-driven team to create beautiful, innovative work of the highest quality.

Portfolio of creative work can be seen at [datterre.com](http://datterre.com)

## Skills

### *Engineering:*

2D/3D Game development  
Full-stack Web development  
Object-oriented design (OOD)  
API and library design  
Client/server architectures

### *Design & Creative:*

Experience design (UX)  
Interaction design (UI)  
Game design (narrative/puzzle)  
Procedural animation

### *Languages:*

C#  
JavaScript  
C/C++  
Shaders (Cg/HLSL/GLSL)  
PHP  
Java  
ActionScript

### *Tools & Frameworks:*

Unity  
.NET / Mono  
HTML5 / WebGL  
iOS / OSX / XCode  
Android  
Node.js  
Wordpress/Drupal  
openFrameworks  
Processing  
Flash / Flex  
Kinect (1/2)

## Experience **Interactive & Game Developer, Unity** - Lo-Fi People (2011 - Present)

- » Design & code for narrative, musical and educational games, apps and installations
- » Building robust and reusable Unity scripting workflows and editor extensions
- » Procedural mesh generation, physics and animation
- » Surface, vertex and fragment shaders, custom lighting, dynamic textures, 3D transformations
- » Writing native/C++ plugins, working with native SDKs
- » Interfacing with multiple input devices and display systems
- » Building projects for multiple platforms including iOS, Android, Desktop, and WebGL
- » Clients include Israel Museum, Tel Aviv Museum of Art, Bible Lands Museum, Herzliya Museum of Art, Design Mill, Studio Michal Sahar, Soul Royale

### **Solutions Architect & Development Consultant** - Freelance (2014 - Present)

- » Working with startups to turn their product concepts into reality, starting with the desired client experience and translating it into the required technical architecture
- » UX design, UI prototyping, choosing and integrating application frameworks, defining client/server communication, data modeling and persistence, managing cloud deployment
- » Hands-on development of critical application components - HTML/JS front-ends, .NET/PHP/Node.JS backends
- » Guiding and training the clients' development teams

### **System Architect** - Seperia - Herzliya, Israel (2010 - 2014)

- » Lead software architecture of Edge.BI, a SaaS enterprise-level solution for online marketing intelligence
- » Designed product UX, coded the UI infrastructure and data visualizations, designed the data models used by the client/server application suite, programmed a high-capacity data pipeline that connects to/processes/feeds data sources into the BI backend, designed REST API for client integrations
- » Development mainly with the .NET Framework (WCF, WPF, EF, AppDomains, remoting, multi-threading, serialization, SQL Server CLR integration) and HTML5/PHP for the front-end
- » Managed and trained a team of software engineers and UI developers towards dev and release milestones
- » Participated in successful investment cycles and patent applications

### **UI Developer** - Freelance (2005 - 2010)

- » UI development for web applications and interactive data visualizations
- » Technologies include HTML/AJAX, .NET (ASP.NET, WinForms), Flash/Flex
- » Clients include Seperia, Applied Marketing Science, EZShift, Reimage.com, iMoon, Isera

### **UX & Lead Developer** - Phototake Inc. - New York, NY (2005 - 2007)

- » UX design and lead development of stock photography management system for a stock-photo agency
- » Web-based UI development, e-commerce framework, image processing, legacy backend integrations
- » Technologies include HTML/AJAX, .NET (ASP.NET, WinForms), SQL Server
- » Managed a remote team of software engineers and web designers

### **Interactive Designer & Developer** - Israel Navy (2002-2005)

- » Designed and developed award-winning web-based knowledge management systems
- » Created interactive animations of naval maneuvers with Flash
- » Technologies included HTML/AJAX, ASP.NET, WinForms and Flash
- » Combined civilian and military Microsoft .NET training certification program

**Education** **Minshar School of Art**, Tel Aviv  
Animation, 2007 - 2010

**Open University**, Tel Aviv  
Humanities, 2007-2009

**Hi-Tech College** (via Israel Navy), Herzliya  
Microsoft .NET/C#, 2003 - 2004

**Mae Boyar High School**, Jerusalem  
Major in Computer Science & Biology, 2001

**Other**

Autodidact and exceptional independent learner  
Background in English literature and creative writing  
Trained classical pianist

**Languages** American-Israeli with native **English** and **Hebrew**.  
Strong oral, written and presentation skills in both languages.  
Basic French comprehension and reading.