Haim Daniel Faktorovich

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Portfolio:

https://SrScottAlot.xyz

Technologies, tools and platforms:

- 3D modeling and sculpting: **Blender**, ZBrush, 3DS Max
- 2D concept design and Texturing: **Photoshop**, Krita, Substance Painter
- Most of the Adobe Creative Cloud
- Game engines: **Godot, Unreal Engine**, Unity
- Programming: Python, Java, Arduino, GDScript, C#
- 3D printing: Marlin, Klipper, Cura, Lychee, OrcaSlycer

Professional Experience:

2025 – 3d generalist in the "Dust of War" team

2024- Designed and published an indy game under the AWS Game builder Challenge

2024- Designed a video game based on Dark souls from scratch under the name "Pits of despair"

2023- Designed a video game based on "Vampire Survivors" in the FPS genre

2020- currently**:** Olam habadim (world of fabric) – IT

2019-currently:
- **Created 25 detailed 3D models for games I designed** (Both tabletop and video games).
- **Designed,3D printed and manufactured** functional prototypes, artistic sculptures and practical tools while managing the end-to-end process from concept to post-production.
- Upgraded self-built 3D printer to enhance print precision and improved workflow efficiencies.

2013-2019: Volunteering within the working and learning youth movement
- volunteered for 6 years with several projects under the youth movement
- 4 years of guidance and tutorage
- A year of service (שנת שירות) in Be'er Sheva (Activities within the framework of the Almog Group for hard-working education; instruction and learning in informal environments in addition to learning and educating the values of the ascended work)

Education:

2020-2024: The NB Haifa School of Design - bachelor's degree for Visual Communications (Advanced modeling with blender, Game design)

2015-2017: <u>Courses:</u> Adobe Illustrator / InDesign, 30+10 hours of first aid, 4 "guidance enrichment" Courses of 10 hours each

2012-2015: <u>high school education</u> – Ironi B Modi'in
- Computer Science (elective, 5 units level) – a year of Database includes a project in Access (School database for example) and two years of Java learning (Syntax, smart programing, algorithmics and solving complex mathematical problems)
- Biology (elective, 5 units level) –Final project about lights levels and its effect on photosynthesis
- English (5 units level + 2 units level for translation)

Languages:

Fluent in English

Hebrew and sufficient in Russian

Army service:

2016-2019: Education and Youth Corps/ Nahal