

Yonatan Vaknin

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SENIOR GAMEPLAY ENGINEER

Gameplay Engineer with deep expertise in C# and building performant, scalable 3D experiences across platforms. Proven track record delivering polished games, simulations, and interactive applications while driving technical vision forward.

AREAS OF EXPERTISE

Unity developer | UX oriented | VR & AR specialist | Android Development | GUI | Visual Studio | VS Code | OOP Architecture & Design | 3D Mathematics | Creative Game Design | SVN | Git | JavaScript | TypeScript | HTML | CSS | C# | Java

LANGUAGES

English | Hebrew

PROFESSIONAL EXPERIENCE & HIGHLIGHTS

Snap, Los Angeles, CA

June 2025 - April 2026

AREngineer - Lens Studio (JS/TS) - Unity(C#)- mobile/AR/VR/PC

- Built AI-powered lenses using Snap's Lens Studio for mobile and AR glasses.
- Built testing infrastructure for the team's AR pipeline

Meta, Los Angeles, CA

January 2022 - February 2025

Software Engineer - Spark AR (JS/TS) - Unity(C#)- mobile/AR/VR/PC

- Built Horizon editor performance tools (View mode, Scene understanding plugin) and user scripting systems for Meta's internal VR game engine (C#/C++).
- Developed 3D multiplayer games for VR & AR on experimental Android devices.
- Created AR experiences and developer tools in Spark Studio (TypeScript).

Green Park Sports, Calabasas, CA

September 2020 - January 2022

Unity Developer - Unity - JetBrains Rider (C#) - mobile

- Developed a multiplayer mini game using Photon's Quantum.
- Designed and implemented architecture to support backend driven game systems.

Intelligent Automation Inc., Rockville, MD

November 2016 - September 2020

Game Engineer - Unity - Visual Studio (C#)

- Designed and developed 3D VR game for vestibular rehabilitation using head and eye tracking.
- Won best XR game in 'Serious Games Showcase and Challenge' 2019.
- Developed 3D VR reconstruction of real-world locations using depth camera data.

Beast Lair Studios, Tel Aviv, Israel - **Project Zero - 3D PC Platformer**

March 2015 - August 2016

Game Developer - Unity - Visual Studio (C#)

- Developed Terrain system including terrain editor for artists and integration with physics systems for runtime.

Beardlings LLC- Personal company for self-made projects.

- Warden of the Isles (VR) - Sole engineer for a VR RTS/tower defense hybrid; built gameplay systems end-to-end alongside AI, GUI, and audio/3D animation integration.
- Clockwork Dungeon (2D) — Engineered all gameplay systems for a puzzle game, including Steam Workshop and asset integration.

Education

Bachelor of Science (BS) Computer Science and Mathematics, Ariel University, Israel