Elad Yekutiel

Game Development Team Lead · Senior Unity Engineer · AI-driven development

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SUMMARY

Game developer since 2014 with over a decade of hands-on Unity work, including almost seven years at Beach Bum Games, four of them leading the team on the world's largest backgammon game. I own features end to end – architecture, live-ops, tooling and release – and I use AI agents as a core part of how I build: my current independent title, SoliWords, was produced end to end by a team of AI agents that I directed and reviewed.

PROFESSIONAL EXPERIENCE

Team Lead / Senior Unity Developer · Beach Bum Games Oct 2019 – 2026 (~7 years)

- Led development of the company's flagship backgammon game – the biggest in the world, with 600K+ daily players – across multiple platforms in a fast-paced live-service environment.
- Led the company's Spades game for a period, alongside backgammon.
- Team lead for four years: planning, code review and mentoring, and coordinating with product, art, QA and backend.
- Led the migration of the game from Flash to Unity, from start to production.

Senior Game Developer · Vidazoo 2019

- First developer on the casual-games team; owned the full chain from prototype to release of casual Unity games.

Unity3D Developer · Variant AI (computer-vision startup) 2017 – 2018

- Built a Unity engine that generated synthetic, segmented image data used to train a computer-vision neural network.
- Produced and managed the work of freelance teams.

Freelance Unity Developer 2015 – 2019

- Built games, engines and editor tools for clients, and published games with independent teams.

Product Manager · Webflakes 2013 – 2014

- Senior PM at a content startup built on hundreds of volunteer translators; coordinated all departments and development.

Product Manager · Songo Media (formerly Say Media Group) 2011 – 2013

- Produced a casual-gaming site with a mobile-carrier billing flow for international users.

INDEPENDENT PROJECTS

SoliWords – word-association solitaire (Unity, mobile)

- Shipping in English, Hebrew and Arabic with 500+ levels in each; the first word-solitaire game to support Hebrew (or any RTL language). Built end to end with AI agents under my direction: code, level generation and QA, a difficulty model, 55 synthesized sound effects, card art and store listings.
- Stack: Unity 6, IL2CPP, Firebase Analytics, Unity LevelPlay, Unity IAP; Python tooling for content and difficulty.

Woodways – puzzle game (Unity, PC/Mac) 2017 – 2018

- Puzzle game where you control a cast of animals at once; released free on Steam with ~95% positive reviews.

Omni Sudoku (Flutter)

- Many sudoku variants in one game, with a campaign of levels that teaches each variant.

OpenJen – agent orchestration

- A tool for running and managing teams of AI coding agents (github.com/kutiman/OpenJen-releases).

SKILLS

Engine & code	Unity, C#, uGUI/Canvas, editor tooling, profiling, Flutter/Dart, Python
Mobile & live	iOS/Android release, IAP, ad mediation (LevelPlay), Firebase, live-service operations
AI	Agent-driven development, multi-agent orchestration, AI-generated content pipelines with validation
Leadership	Team lead, code review, mentoring, cross-discipline coordination, product background
Languages	Hebrew (native), English (fluent)

EDUCATION

East Asian Studies and French Studies – Tel Aviv University, 2007–2011