

Meny Menczel

Game / Level / Narrative Designer

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ACADEMIC PROJECTS

Parallel — Level Designer

September 2019 – May 2020

- A 3D third person action-puzzle game, which takes places across two dimensions that exist in parallel to one another and can be traversed between at the press of a button.
- Designed both puzzle and exploration sections.
- Created paper prototypes, greyboxed levels in Unity, and designed levels using finished art assets.

Fall from Grace — Game Designer

September 2019 – May 2020

- A VR action thriller dealing exploring concepts such as consciousness and ethics.
- Was crucial to the ideation phase, helping the director shape the game's narrative and the mechanics that best serve it.
- Designed puzzles, created paper prototypes and greyboxed levels in Unity.

Help! I'm Trapped in a Dating Sim! — Creator

February 2020 – March 2020

- A parody dating visual novel in which I myself am portrayed as a character trapped inside the game.
- Designed, wrote and scripted the game for an experimental games class, where it was one of the most well received games of the year.

PROFESSIONAL EXPERIENCE

IDC Herzliya — Project Developer

September 2018 – July 2019

- Developed content for VR experiences in Unreal Engine 4 and Unity for use with Oculus Rift and HTC Vive.
- Implemented motion capture using Neural Perception technology.
- Assisted in drafting the parameters of VR implemented research experiments.

Ananey Communications — Project Manager

December 2018 – July 2019

- Led the Israeli side of production on Viacom's interactive kids' app - Noggin.
- Worked with company chair as main point of contact for projects he supervised.
- Determined and scouted for Israeli tech companies with solution relevant for Viacom's tech division.

Wazimo — Head Writer

July 2016 – October 2017

- Wrote original content for several viral platforms.
- Created tailor-made thumbnails and descriptions geared toward improving search engine optimization.
- Led a team of 7 freelancers and interns, assigned and edited their work.

EDUCATION

University of Southern California

*Master of Fine Arts in
Interactive Media and
Game Design*

Expected May 2022

4.0 GPA

Interdisciplinary Center Herzliya

*Certificate Studies in
Computer Science*

August 2018

Hebrew University of Jerusalem

*Bachelor of Science in
Psychobiology*

October 2012

SKILLS

Programming

Java, C, C++, C#.

Software

Unreal Engine 4, Unity
Adobe Premiere, SPSS,
Microsoft Office Suite.