Lilo Elia – Game Developer

About me	Contact information
See Games I Developed!	
Portfolio: http://lilo.ws	**Mobile**: 058-5285577
Experience: Software developer for 18 years, 10 of which in C#	**Email**: LiloElia@Gmail.com
Languages: Hebrew (mother tongue), English (Excellent)	
Residence: Kfar Saba, Israel	

2016-Present | Personal Projects

Technologies: Unity3D, C#.

Since late 2016 I've created 6 playable games and game prototypes, for mobile and desktop. See www.lilo.ws for info.

2010-Present | HPE

Technologies: C#, Angular, JavaScript.

Roles: Software Developer, System Architect

- Helping and guiding over 20 developers who are responsible for the development of an AngularJS based app.
- Leading design and development of software projects in HPE.

2008-2010 | Microsoft

Technologies: C#, PowerShell.

- **MEDV Client, Server and Management Application.** Continued design and development work on both client and server side components of the product.

2005-2008 | Kidaro (acquired by Microsoft on 2008)

Technologies: C#, PowerShell, Server side, Client UX, GUI.

- **Co-developed Kidaro/MEDV's Management Application and its policy infrastructure.**
- **Developed the Presentation Module (seamless windows and taskbar integration) in Kidaro.** This included research, design and development of components in both the host and guest (VM) systems. I have developed this entire feature area from scratch.

1999-2005 | Comverse

Technologies: C++ (server-side), Java (EJB, J2EE), VB (server-side), eMbedded VC++ (WinCE), some C#

1998-1999 | Hayun Computers

Job Description: Team Leader for support and customer services.

1995-1998 | Army – Intelligence Corps

Education

MLA – B.A. in Business Administration

IBM – Software Developer

Microsoft – MCP (Microsoft Certified Professional)