

Operations manager with a B.Sc. in Computer Science who keeps cross-functional teams shipping on time. At a mobile game studio, I ran monetization operations end to end for a 10-person team, moved planning 3 weeks further ahead, and cut builds by 20%. Before that, I owned critical incidents at 98%+ SLA compliance, using SQL and monitoring tools. I build my own tools with AI when existing ones fall short.

WORK EXPERIENCE

Monetization Operations Manager | Game Story Dec. 2025 – Present

- Owned delivery of the monetization release pipeline end to end, from planning to live release. Set timelines and dependencies for every stage so releases shipped on time.
- Coordinated a 10-person production team (4 artists, 2 animators, 3 tech artists, 1 QA), including a remote team in Ukraine, and tracked 300+ tasks on a Monday board.
- Set priorities and caught blockers early, which moved the planning horizon 3 weeks further ahead, cut the number of builds by 20%, and raised art capacity by 15–20%.
- Closed process gaps for the Economy and LiveOps teams after release and worked around plan changes.
- Built 3 internal tools: a project management helper that saved \$10K a year, a content catalog that sped up QA and operations testing, and an automated player-feedback report with a built-in AI chat.

Operations Engineer | Aristocrat Interactive (NeoGames) Feb. 2024 – Feb. 2025

- Kept 98%+ SLA compliance on critical incidents by owning the full lifecycle, from detection to resolution, across global production environments.
- Coordinated R&D, Product, Support, and client teams during high-severity incidents as the sole representative of the Israel branch.
- Validated releases across global environments, caught regressions with Datadog and Coralogix, and queried billions of production records in SQL to measure incident impact.

Technical Product Support & QA | Autofleet Aug. 2021 – Feb. 2024

- Guided enterprise clients through API integration and onboarding, and diagnosed integration failures using logs, SQL, and BigQuery.
- Turned recurring customer issues into product requirements, and wrote API documentation and knowledge-base guides that reduced repeat tickets.

Electronic Warfare Platoon Leader | IDF · Brigade Commander's Excellence Award 2016 – 2019

PROJECTS

- Yeshuvim (yeshuvim.com):** Live Hebrew mobile mini-games about Israeli geography with 1,000+ unique players. Designed the game and built a data pipeline from official CBS data on 984 towns.
- BenFit:** Personal health analytics app. Merges Garmin, Apple Health, and lab data, measures what drives next-day recovery (for example, high stress lowers readiness by 28%), and ranks daily recommendations.

EDUCATION

MBA, Business Management | Tel Aviv University Expected 2028

B.Sc., Computer Science | The Academic College of Tel Aviv-Yaffo 2023

SKILLS

Operations & Delivery: Production Planning, Priority Management, Cross-Team Coordination, Remote Teams.
AI & Automation: Claude Code, OpenAI API, Prompt Design, Internal Tool Building.
Data & Monitoring: SQL, BigQuery, Python, Looker, Datadog, Coralogix.
Tools: Monday, Jira, Confluence, Postman, REST APIs, GCP.
Languages: Hebrew (native), English (fluent).