

# Niv Kadria

Game Designer | Product Manager

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Portfolio: [niv-kadria.itch.io](https://niv-kadria.itch.io) | [nivkadria.carrd.co](https://nivkadria.carrd.co)

**Skills:** Game Design | Product Management | UX/UI | Data Analytics

**Tools:** Unity | Construct 3 | Blender | Python | Google Analytics

Product Manager with end-to-end experience shipping digital products – from a university navigation platform serving hundreds of monthly users to an indie strategy game currently in development, with many more in my portfolio. Masters in Digital Games Design & Development student, with a B.A. rooted in sociology and human behavior. I bring a rare mix of UX thinking, data-driven decision-making (GA4, Python), and hands-on game design skills to product teams building experiences that actually resonate with users.

## **Selected Games (Play them all on my itch! niv-kadria.itch.io)**

**Alab - Army Morning Routine** | Unity | Game Designer, Developer, Sound Design, 3D Modeling.

A solo-developed time-management game inspired by my military service, where players complete daily morning routine tasks under a ticking clock. **Handled full pipeline: design, development, 3D modeling, and audio.**

**Yoru** | Unity | Game Designer, Product Manager, Narrative & Sound Design, Environmental Art.

2D puzzle-platformer built during Global Game Jam 2026 (Theme: Masks). **Led design and production across a team of 5** (3 developers, 1 artist, myself) under a 48-hour constraint, delivering a cohesive narrative experience around loss and perception.

**Bad & Breakfast** | Construct 3 | Game Designer, Developer, Level Design, Sound Design.

Puzzle-platformer featuring multi-mechanic gameplay (form-switching, block-pushing, flight). Collaborated with an artist handling environment and 2D art, while **owning all design, development, and level architecture end-to-end.**

## **Work Experience**

January 2025 - 2026 | **Product Manager, Our Liquid Creativity** | **Leading product development** for a small, strategy-story-driven game. **Managing a cross-functional team** of developers, designers, and musicians **using Sprints workflow**. Driving early-stage marketing strategy, shaping core gameplay mechanics, and fostering team collaboration to bring the vision to life.

April 2022 - Today | **Event Operations Manager, Egged heseim ltd.** | Managed **planning and execution** of conferences and events for **up to 1,000 attendees**, ensuring seamless operation and client satisfaction.

2023 - 2025 | **Product Manager, Designer, Tel Aviv University Students union** | **Led the end-to-end development** and design of [navigatau.com](https://navigatau.com) (Best on Mobile), a navigation platform for Tel Aviv University, **servicing hundreds of monthly users**. Defined product vision & roadmap, collaborating with developers, designers, and stakeholders. Conducted user research, wireframing, and usability testing.

## **Voluntary Experience**

English tutoring at a high school for bagrut (2023-2025) | Jewish Agency camp counselor, Palo Alto OFJCC, California (2022)

## **Army service**

2019 - 2022 | **Commander, Magal unit** | commanded classes of 15+ recruits. Developed schedules, training frameworks, and delivered lessons in first aid, discipline, and operational readiness. Awarded '**Outstanding Soldier in a Training Period**' certificate.

## **Education**

M.Des - Digital Games Design & Development | Expected 2027 | B.A - Sociology, Anthropology & Communication | 2025 Seminar: False Consensus, Need to Belong and Social Cues in Gaming | Seminar: "Gaming Style and Personality"

**Certifications:** Google Analytics (GA4) | Big Data & Data Science Advanced Python & Data Structures

## **Languages & Hobbies**

**Languages** | Hebrew native, English fluent (C1 level, Amir 140) | **Hobbies** | Gaming, Cooking, Musicals