

ilan Vexlender

Programmer and Graphic Designer



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 ilanvx@gmail.com

 0547650232

 October 11, 2005

 ilanvx.com

Skills

Team Management	● ● ● ● ●
Teamwork	● ● ● ● ●
Project Management	● ● ● ● ●
Quality Assurance	● ● ● ● ●

Languages

Hebrew	● ● ● ● ●
Russian	● ● ● ● ●
English	● ● ● ● ●

Hobbies

- Graphic Design
- Programming

Profile

A graphic designer and programmer with hands-on experience since the age of 9.

Lives and breathes design and code, with strong proficiency in using artificial intelligence as a tool to streamline processes and enhance results. Specializes in turning ideas into fully functional products and systems, delivering strong user experiences and design that truly stands out.

Employment

Shift Supervisor

Nov 2023 - Dec 2025

Planet Bowling, Rishon Letzion

In this role, I was responsible for managing a team of employees, handling day-to-day customer interactions, and overseeing full shift operations while meeting targets and deadlines. During this time, I developed strong leadership, communication, and teamwork skills, and learned to approach the role from a business perspective—managing shifts efficiently, maintaining a high standard of service, and contributing to the overall success of the venue.

Owner

Sep 2025 - Present

Jumpi Games

I founded **Jumpi Games** in 2025, centered around *Jumpi*, a browser-based virtual world for children. The game allows players to create a personalized avatar, communicate with others, earn and manage virtual currency, purchase and trade items, design a personal home, and adopt pets. The experience focuses on encouraging responsibility, financial awareness, and social interaction.

Development of *Jumpi* began in 2018. The game was first launched in 2019 and was later temporarily closed due to security issues. At the age of 19, I rebuilt the project from the ground up, delivering a stable and significantly improved version that is currently live. In parallel, I am working on a new version built with Unity and C#.

Throughout the project, I managed a small team responsible for daily operations, community moderation, publishing updates, and ensuring the smooth and reliable operation of the game.

Before *Jumpi*, I developed several experimental game projects, including **Smiley City**, a chat-based game released in 2014 and built in ActionScript. This was my first game project, developed at the age of 10.

IlanVex

I consent to the processing of my personal data for the purpose of recruitment for the position to which I am applying.