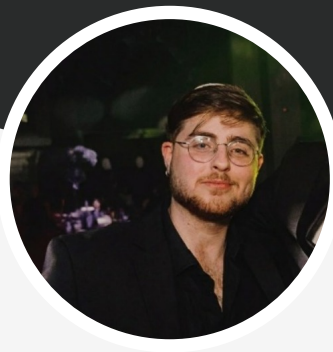


# ilan Vexlender

Programmer and Graphic Designer



## ilan Vexlender



ilan Vexlender



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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.

*Ilan Vex*

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