

Yair Klausner

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[Website](#) | [LinkedIn](#) | [GitHub](#)

Dedicated and versatile Full-Stack & Game Developer, B.Sc. in Computer Science (minor in Philosophy), proficient in Next.js, React Native, TypeScript, Node.js, and Unity (C#). Proven ability to collaborate effectively and manage teams of programmers and designers, as well as mentor students from diverse backgrounds. Delivers high value through clean code architecture and seamless integration between robust backends and rich user experiences.

SKILLS

- **Languages & Advanced TS:** TypeScript (Zod validation, Branded Types), JavaScript, C#, Python, SQL.
- **Web & Mobile:** React, Next.js, React Native (Expo), Node.js, Express, WebSockets (Socket.io), REST APIs, Tailwind CSS, MUI, i18n, PWA.
- **Architecture & Security:** Multi-Agent Systems (MAS) & HITL, Microservices, Finite State Machines (FSM), Docker Sandboxing, VPS Hosting.
- **Database & Integrations:** PostgreSQL, Prisma, Vercel AI SDK, n8n Automation, Webhooks, Firebase, Clerk, Git.
- **Game Development & Methodologies:** Unity Engine, Agile/Scrum, Monorepo architecture, Git workflows.
- **Languages:** Hebrew - Native, English - Advanced

PROJECTS

FULL STACK DEVELOPER & CREATOR | JOINUP (SOCIAL SPORTS PLATFORM) 2026

- Architected and shipped a scalable monorepo platform (Expo React Native mobile app, Next.js PWA, and Express API) for real-time sports matchmaking, player discovery, and venue management.
- Engineered low-latency real-time features (group chats, live roster sync, typing indicators, Expo/Firebase push notifications) using Socket.io and custom React hooks.
- Modeled complex domain logic (games, recurring series, ratings, friendships) on PostgreSQL via Prisma, integrated Clerk for authentication, and deployed via Docker on a self-hosted Linux VPS with environment-aware CORS configurations.
- MAMS (AI Orchestration Microservice): Built a standalone TypeScript FSM control plane to orchestrate multi-agent dev workflows (Claude Code CLI) with Human-In-The-Loop guidance, Vercel AI SDK, Docker sandboxing, and n8n webhooks.

EXPERIENCE

SOFTWARE DEVELOPER, SNOOZE (GAMING STARTUP) 2025-2026

- Engineered and optimized core gameplay mechanics in Unity (C#), bridging the gap between technical constraints and product vision.
- Refactored legacy systems and optimized rendering/logic loops, significantly improving game performance and codebase maintainability.
- Collaborated in cross-functional Agile teams with designers and product leads to architect narrative-driven features.

PRIVATE TUTOR, HEBREW UNIVERSITY OF JERUSALEM 2021-2023

Instructed introductory courses in CS and C/C++

- Assisted immigrant and ultra-Orthodox students as part of the Equal Opportunities Unit.

EDUCATION

B.SC. IN COMPUTER SCIENCE WITH A MINOR IN PHILOSOPHY, HEBREW UNIVERSITY OF JERUSALEM 2019-2024

- Achieved a GPA of 87 in Computer Science coursework.
- Game Development Capstone Project: Led and managed a cross-functional team of programmers and designers in developing a full game project.
- Dean's List (1st year).
- Psychometric score: 751