

EXPERIENCE

● CLOUD ROAMER - MOODYVILLE GAMES*

UX/UI DESIGNER & GAME DESIGNER | MAY 2020 - AUG 2020

- Collaborated remotely with engineers, artists and project managers to create a Single Player Action-Puzzle mobile game that raises awareness of autism.
- Designed UI assets for the game (iOS).
- Developed in-game loops, system and features which were validated through iterations and usability testing.

● VR HOLOCAUST MEMORIAL - ZEROS2HEROES*

UX DESIGNER & ENVIRONMENTAL DESIGNER | JAN 2020 - APR 2020

- Worked closely with developers, artists and designers to deliver and deploy a VR experience that brings The Berlin Holocaust Memorial to users through advanced technology (Oculus Quest).
- Designed a VR 3D spatial experience in Unity, worked on the 3D model, texturing and lighting.
- Researched on the matter of Holocaust and The Berlin Holocaust Memorial unique architecture.
- Developed conceptual diagrams of the environmental experience through storytelling, personas and iterations based on usability testing.

● A SEAT AT THE TABLE - MUSEUM OF VANCOUVER*

PRODUCT DESIGNER & UX/UI DESIGNER | SEP 2019 - DEC 2019

- Worked with an interdisciplinary team in an agile environment to deliver an iPad experience that tells a story about the lexical Chinese words related to community.
- Created UI assets using original art and was responsible for the overall design of the product.
- Prototyped and conducted usability tests with a wide variety of users.

● ARCHITECTURE - MOCHLY ELDAR ARCHITECTS

ARCHITECT | DEC 2017 - AUG 2019

- Designed various architectural projects, focused on commercial, industrial and mixed-use planning.
- Collaborated with consultants from various fields to deliver a highly functional top level buildings and spaces.
- Responsible for visual content and design concepts that were presented to clients and stakeholders.
- Supervision on site of the ongoing process including quick iterations and problem solving.

EDUCATION

MDM - MASTERS OF DIGITAL MEDIA

Centre of Digital Media - Collaboration program between UBC, SFU, Emily Carr and BCIT.
Vancouver, Canada
2019 - 2021

B.ARCH - BACHELOR OF ARCHITECTURE

Technion - Israel Institute of Technology
Haifa, Israel
2012 - 2017

DIPLOMA - DESIGN & ARCHITECTURE

The Interdisciplinary Center for Design and Architecture
Tel Aviv, Israel
2010 - 2012

SKILLS

PROFESSIONAL

Interaction Design
User Experience Design (UX)
User Interface Design (UI)
User Experience Research
Prototyping
Wireframing
Mock-ups
Project Management
Product Development
Graphic Design

TECHNICAL

Adobe Creative Suite:
Photoshop, Illustrator, After Effects,
Indesign, XD.
Sketch
Figma
WordPress
HTML
SketchUp
Revit
Unity

LANGUAGES

English
Hebrew
Russian