

Creative Technologist and XR Developer

End-to-end developer capable of executing the full XR production pipeline—from 3D asset creation and concept design to advanced Unity engineering. Specializes in translating complex technologies into intuitive, magical user experiences. A hands-on builder passionate about crafting novel, dynamic interactions that showcase the potential of emerging tech.

EDUCATION

Tel Aviv University

B.Sc. Psychology and Computer Science (Neuroscience track) (2018-2019)

[Adi Lautman Interdisciplinary Program for Outstanding Students](#) (2019-2023)

M.F.A Film & TV - Directing and Production - Digital Media (2022-2024)

TECHNICAL SKILLS

3D: Blender 3D, Maya, Substance Painter, Character Creator | **Interactive:** Unity

Programming: Python, C#, MATLAB, Cursor | **Video:** Premiere Pro, After Effects

Design: Photoshop, Illustrator, Figma | **Robotics:** Arduino

EXPERIENCE

TAUXR — XR Designer - Developer (2022 - present)

Managed full project lifecycle from concept to deployment, including 3D asset creation, technical art optimization, experience design, Unity development, and stakeholder communication.

Tel Aviv University — Research Assistant (2019)

Conducted neuroimaging data analysis (MATLAB) and automated pipelines (Python).

Personal and Freelance work — 3D Animation and Design (2018 - present)

Created animated short films, 3D illustrations, book covers, and indie brand animations.