

SELECTED EXPERIENCE

Product Designer & Front-End Developer, VSIN

2026–present

- Contributing product design and front-end development to an investigative media-analysis platform for journalists and human-rights researchers working with large collections of media.
- Designing workflows and interfaces across the core product and public-facing website. VSIN is supported by Mozilla's Democracy x AI incubator and developed in partnership with WITNESS.

Visual Data Storyteller, The Pudding

2026

- Sole author of an interactive visual essay examining how “essential English” vocabulary changed over 70 years, developed end-to-end through research, writing, data visualization, interaction design, and front-end development in Svelte and D3.js.
- Built a responsive, scrollytelling-based experience with interactive data visualization; adapted interactions and visuals for mobile and older devices and optimized performance throughout.
- Worked with The Pudding's editorial team on structure, accessibility, and clarity; collaborated through Github and ArchieML.

Resident Research Fellow, ITP/IMA, Tisch, New York University

2025–2026

- Led the Design Lab and the Coding Lab; mentored students and conducted workshops in design, front-end and creative coding, interaction, prototyping, and concept & project development.
- Developed reference implementations and resources for creative coding, physical computing, and ML for robotics; facilitated weekly critique sessions focused on visual communication, technical execution, and narrative impact.

Senior Creative Designer & Web Developer, Deutsch & Co.

2023–2026, project-based

- Led design and web projects for technology clients across cloud, AI, and cybersecurity, from concept and art direction through design and development.
- Created scalable visual systems, reusable components, responsive layouts, and interaction patterns across websites, campaigns, and digital brand experiences.

Designer & Web Developer, Hebrew University

2021–2023

- Designed and developed the first digital publication platform for Iyyun, a long-established bilingual philosophy journal.
- Created a responsive editorial system and multilingual CMS supporting varied article structures, media, and accessible Hebrew/English publishing.
- Worked directly with editors to translate editorial requirements into reusable templates, information structures, and publishing workflows that could be maintained independently.

SELECTED EXPERIENCE (CONTINUED)

Brand & Web Designer, Wiz

2022–2023

- Led the brand system and enterprise website redesign for Wiz, a cybersecurity company later acquired by Google.
- Defined the visual language, typography, layout, illustration direction, icon system, and interaction patterns; designed the core page system, and created modular design components and templates that allowed the team to ship high-impact pages rapidly.

Designer & Web Developer, Independent/Studio

2015–present

- Design and development of web, editorial, brand, and interactive projects for technology companies, cultural institutions, and academic organizations.
- Selected clients include: Bizzabo, Taboola, Bloomfield Museum of Science, Tel Aviv Municipality, Jerusalem Jazz Festival, Bat-Sheva Dance Company, Bezalel Academy of Art and Design.

TEACHING

Teaching Assistant, IMA, Tisch, NYU

2025

- Teaching Assistant for Electronics for Inventors class, supporting undergraduate students in analog electronics and physical computing.

Teaching Assistant / Co-Instructor, Bezalel Academy of Art and Design

2021–2024

- Co-taught Typographic Web Design & Development twice, covering typography, responsive editorial layout design, HTML/CSS, JavaScript, and Webflow.
- Teaching Assistant for Indie Games Design & Development twice, supporting students in game design, interaction, and development in Unity.
- Led guest lectures, critiques, and served as a graduating-project panel judge.

EDUCATION

New York University

MPS, Interactive Telecommunications Program (ITP) · Recipient of multiple merit-based scholarships (TSOA, ITP, Red Burns, HFLS) · 2023–2025

Bezalel Academy of Art and Design

BDes, Visual Communication · Gaming major · Graduated with distinction · 2016–2020

School of the Art Institute of Chicago

Art & Technology · exchange program · 2018

SKILLS

Design

Image making, web design, editorial design, data visualization, UI/UX, interaction, motion design, design systems, typography & layout, icons & illustration

Creative toolsFigma, Adobe Creative Suite (Ps, Ai, Ae, Id, Pr)
Cinema4D, Fusion360.**Front-end & web**

HTML/CSS, JavaScript, Svelte, D3.js, p5.js, canvas, Git/Github, REST APIs, Webflow, Lottie

Additional technologies

Python, Firebase, Google Cloud, real-time data pipelines, AI/ML and API workflows, Arduino (C++), Unity (C#)