

Combines human-centered research and interaction design with full-stack development, backed by degrees in Computer Science and Industrial Design. Built and shipped a B2B AI platform in four months as sole engineer, shaping workflows for non-technical creators with a design partner. Uses React, TypeScript, and AI-assisted development tools to take products from exploration through production.

01 EXPERIENCE

JAN 2026 – JUN 2026	Co-Founder & CTO REVERA AI MEDIA LTD - Built a B2B generative-video platform end-to-end in 4 months as sole engineer; closed a \$200K SAFE within a month of joining. - Built the creative workflows letting non-technical creators direct in professional film language, with an asset reference-sheet system for character, product & location consistency. - Uncovered a need for client review before video generation through work with a design partner; designed and built collaborative storyboarding with AI-generated keyframes, secure sharing, and real-time feedback and approval tracking. - Built a unified generation layer integrating 10+ image and video models. - Owned the full production stack of multi-tenant Postgres (RLS), auth, and billing with usage metering and per-org spend caps that protected customers from runaway AI costs. - Built CI/CD on GitHub Actions across three environments with a production approval gate and per-PR security checks, enabling daily shipping. - Automated merged-PR summaries into plain-language changelogs, keeping non-technical members aligned. - Owned the commercial side: pitch deck, market & competitor analysis, runway model, and investor meetings; ran the hiring process across engineering and customer success. - Negotiated SaaS terms (AI IP & liability) and contracts with counsel; drove DPA / GDPR alignment and security (EDR, MDM), clearing legal blockers for enterprise deals.
FEB 2025 – JUL 2025	Sole Designer & Developer DIRECT3D [B.DES FINAL PROJECT] - Designed and built a clay 3D printing system grounded in human-centered design and embodied interaction, giving makers real-time control over printing paths. - Took the project from field research and expert interviews through development and deployment; presented at the Bezalel degree exhibition, where practicing potters used it hands-on.
FEB 2024 – JUL 2025	Full-Stack Engineer (Part Time) MICROSOFT Developed customer-facing features across the MDA Console’s frontend and backend within an established codebase, collaborating with Product and engineering teams through code review and CI/CD workflows.
2022 – 2023	Design & Technology Instructor PICO KIDS Taught product design and prototyping through 3D printing, Arduino, laser cutting, and woodworking, alongside teamwork and presentation skills.
2018 – 2019	Tier 2 Support Engineer DATORAMA [A SALESFORCE COMPANY] Investigated and resolved client issues, advised customers on platform capabilities, built Python automations, collaborated with R&D on feature planning, and wrote API documentation.

02 EDUCATION

B.Sc. Computer Science THE HEBREW UNIVERSITY OF JERUSALEM	2020 – 2023	B.Des. Industrial Design BEZALEL ACADEMY OF ART & DESIGN	2023 – 2025
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03 SKILLS

DEVELOPMENT & TOOLS	DESIGN
Generative Model APIs · Github · Supabase · Vercel · Agentic workflows · Claude Code · React · PostgreSQL · Python · Typescript	Interaction design · SolidWorks · Rhino · KeyShot · Illustrator · Photoshop · Arduino · Ideation · Rapid Prototyping · HCI · User Research
SPOKEN	
Hebrew (native) · English (native)	

04 MILITARY & CERTIFICATIONS

2014 – 2017	IDF, Intelligence Corps, Unit 8200. Intelligence analyst & Navy representative. Research with advanced tools, training of personnel, ongoing cross-rank teamwork.
2023	Machine Learning Specialization , Stanford Online & DeepLearning.AI (Andrew Ng): supervised, unsupervised & advanced learning, recommenders, RL.