

Relevant Experience

2018-2019: Electronics Engineer and Project Manager

Cooper; miLAB IDC Prototype Workshop

I led a small team in the ideation and development of an IOT project for the transportation industry. We built *Cooper*, an interactive musical companion designed to make ride sharing more enjoyable. I was responsible for designing the hardware: working with Arduino and Raspberry Pi, and software: working in Python, as well as managing the project from start to finish. In addition to a fully functional prototype, I also designed a logo, website, and blog for *Cooper*, all of which [you can see here](#). *Cooper* was also featured in [Globes Magazine](#) as one of the innovative student projects for 2019.

Summer 2018: Product Management Intern

Engie

Responsible for the definition and design of a product feature, including market and competitive research and analysis, technical research, customer research, and UX design. Presented the research results to company management and CEO, and proposed a feature to address market needs.

Education

2016-2019: B.Sc. in Computer Science

IDC, Herzliya

Second year dean's list, third year GPA 94.6

UX product design and management cluster

2013: Certificate of Excellence in Arts

Exhibition of top art students in "Habima"

2010-2013: Lady Davis High School

5 units in English, Biotechnology and Art

Extracurricular Activities

2019: Microsoft's Women of Excellence Program

2016-2017: She Codes Community Member

2010-2012: Counselor in the Israeli Scouts

Army Service

2013-2015: Intelligence Corps - Staff Coordinator

Other Experience

2015-2019: Video and Design Consultant

Bones Garage

Collaborated on a series of music videos and album covers for emerging indie band, *Bones Garage*. Performed various roles on different videos, including writer, director, stylist, and cinematographer, in addition to designing a few of the album covers for their solo artist, Eden Atad, all of which [you can see here](#). One of the videos won several international awards including: *Award of Excellence, IndieFEST; Music Video of the Month, TMFF; and Best Cinematography, International Film Festival Manhattan*.

Programming Proficiency

Java | Python

VR programming

Unreal Engine via Blueprints

Basic Skills

Linux | C | HTML | CSS

JavaScript | Haskell | Erlang

Hardware

Raspberry Pi | Arduino

Design Software

Sketch

Languages

Hebrew - Native | English - Fluent