

ROYI ROZEN

New York City, NY | +1 347-880-0435 | rr789@cornell.edu | US Citizen

[LinkedIn](#) | [Portfolio](#) | [Company](#)

Technically adept professional blending deep product thinking, HCI/UX design expertise (Figma, Prototyping), and engineering knowledge (Unity, C#, Python, AI/ML) to design and demonstrate impactful technology solutions. Experienced in translating stakeholder requirements and complex technical concepts (XR, AI, BCI) into intuitive user experiences and scalable applications, particularly within healthcare contexts. Proven ability to collaborate cross-functionally, advise leadership on technology adoption (AR), and secure buy-in through effective demonstrations and prototypes.

Relevant Skills: Prototyping (Low & High Fidelity) | Solution Design (based on AROUNDU/Caesarstone) | User Experience (UX) & User Interface (UI) | Cross-Functional Collaboration | Technical Consultation (based on Caesarstone) | Data Analysis & Visualization | XR Design (VR/AR) | Product Design | Figma | User-Centered Design

EDUCATION

Cornell Tech (Cornell University)

Aug 2024 - May 2026

Dual M.S. in Computer & Information Science (Cornell) & Applied Information Science (Technion), Connective Media concentration
William & Barbara Dahl Master's Fellowship for significant academic accomplishment

Relevant Coursework Machine Learning, Computer Vision, HCI & Design, Psychological & Social Aspects of Technology

Tel Aviv University

Oct 2018 - May 2023

MFA & BA in Digital Media (Cum Laude, GPA: 3.87)

Specialization: 3D Engines & HCI Design

TECH STACK

Prototyping & Visualization::

Figma, Unity, Unreal Engine, Streamlit, WebXR, ShapesXR, Blender, Adobe Suite, CSS

AI & Machine Learning:

Python, Jupyter Notebook, Google Colab, LLM Interaction & Prompting (ChatGPT, Google AI Studio), Cursor, Replicate, Flux, Stable Diffusion, ComfyUI

Development & Scripting:

C#, Python, JavaScript, React, Next.js, HTML, Three.js

Collaboration & Workflow:

Jira, Microsoft 365, Notion, ArcGIS, Davinci Resolve

EXPERIENCE

Caesarstone Ltd | Augmented Reality Consultant

Jun 2024 - Dec 2024

- Advised leadership on AR technology adoption, demonstrating tailored product visualization solutions to enhance customer engagement
- Secured cross-functional buy-in by delivering compelling AR demonstrations outlining technical feasibility and business value. [Deck](#)

AROUNDU | Founder

Jan 2022 - Present

- Founded company designing and developing immersive XR software solutions for public space engagement.
- Translated diverse stakeholder requirements and user needs into technically feasible and scalable XR solutions.
- Led end-to-end product design and development, managing cross-functional technical and creative teams to deliver solutions. [Link](#)

XR Collaboratory | XR Researcher (Cornell Tech)

Aug 2024 - Dec 2024

- Designed and delivered low/high-fidelity prototypes (Figma, Unity) for a next-gen XR social platform, demonstrating collaborative spatial interaction concepts.
- Analyzed existing AR platforms to identify UX gaps; developed and validated solution prototypes (Unity, Google Maps API) via live pilot studies. [Link](#)

AIRLab | XR & AI Researcher (Cornell Tech)

Dec 2024 - Present

- Evaluated and compared multiple LLMs to optimize structured data extraction (JSON) from healthcare documents, focusing on accuracy and effectiveness.
- Implemented robust testing workflows to validate AI/ML model accuracy and performance against benchmarks.
- Communicated complex technical findings and methodologies through peer-reviewed publication.

GrayMatters Health | User Experience Designer

May 2022 - Aug 2022

- Designed intuitive UI/UX for BCI healthcare therapy (PTSD), translating complex technical data (EEG) into actionable user interfaces.
- Collaborated cross-functionally with research/clinical teams to deliver validated design solutions, accelerating clinical testing timelines.

Sagol Brain Institute | Virtual Reality Designer & Project Manager

Mar 2022 - Jun 2023

- Managed the design and development (Unity, C#) of interactive VR healthcare applications, focusing on intuitive user experiences for therapeutic interventions.
- Prototyped and implemented interactive 3D VR scenarios, analyzing user interaction data to optimize therapeutic effectiveness. [Link](#)

PROJECTS & LEADERSHIP

Zikim AR Tour : Led an 8-person cross-functional team in the design and launch of 10 AR stations showcasing archival heritage content

"Both of Us" VR Film: Directed, produced, and led experience design for an immersive VR film, managing a large volunteer team [Teaser](#)

DemocracyAR: Co-Founded and led product design for an AR civic engagement campaign, creating prototypes that won 2 hackathons.

BigRedXR, LLM Clubs: Founded and managed clubs, fostering cross-functional collaborations among stakeholders (100+ members)

IDF | Company Sergeant Major |

Mar 2013 - Mar 2016

- Supervised and trained a platoon of 85 artillery soldiers as one of five senior commanders.

Interests: Team-based board games, Photography, Hiking,

Languages: English (Fluent), Hebrew (Native), Spanish (Basic)