

ZIV MAHLUF

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Unity3D Developer focusing on AR & VR development, with vast experience in building projects from scratch, collaborating with design teams and working with customers. Extensive knowledge in building application to all common platforms (Oculus Quest/Rift/Go) and operating systems (Android, iOS, Windows). Researching the field of Redirected Walking at The Hebrew University of Jerusalem. Seeking an XR Unity Development position.

EDUCATION

OCTOBER 2017 - PRESENT

B.SC. + M.SC. COMPUTER SCIENCE STUDENT, THE HEBREW UNIVERSITY OF JERUSALEM

- Majored in Data Science (IML, APML, Intro2AI) and Game Development (future realities, computer graphics, advanced future realities lab).
- Developed a pseudo-psychological-evaluation VR experience. The project was a collaboration between designers from Bezalel and programmers from Huji.
- Developed an AI agent to play Durak, exceeding 99%-win rate against 3 players.
- Developed a face-mask detector, using real-time video footage taken by a Raspberry Pi camera.
- Fluent in Python and C#. Studied C, C++, Java.

MARCH 2014 – SEPTEMBER 2014

PROGRAMMING COURSE, IDF

- 6 months long course in software development (Mamram unit).
- Partial syllabus of the course: Programming languages (C++, C#, Python, Java, Assembly, JavaScript), DB (MySQL), WEB (HTML, CSS), Operating Systems and Software Engineering.

EXPERIENCE

MARCH 2021 – PRESENT

RESEARCH ASSISTANT, TEACHING ASSISTANT, THE HEBREW UNIVERSITY OF JERUSALEM

- Under the guidance of Prof. Yair Bartal I am currently researching the field of Redirected Walking, a field that combines my passion to Virtual Reality and Artificial Intelligence.
- Teaching students to develop VR applications with Unity. The course focuses on building a large VR project in small teams of programmers and designers.

JANUARY 2020 – APRIL 2021

UNITY DEVELOPER, INSOMNIA

- Single handedly carried the development process of various VR and AR applications, from an abstract idea to a working product.
- Developed AI-driven applications, using Speech-To-Text and Text-To-Speech engines (GCP, Azure), for both Hebrew and English.
- Extensive knowledge of commonly used libraries, such as AR Foundation, Oculus SDK (including Lip Sync, Avatars, etc.), VRTK and more.

2016 – 2017

QA, INTELITEK

- Specialized in Web and Client/Server testing, for all types of Windows operating systems.
- Experienced many virtualization software such as VMWare, VirtualBox, Hyper-V.
- Worked on both small projects (4 people) and large projects (~15 people).

Languages: Hebrew - Native, English – Native level.