

ZIV MAHLUF

054-6656993

<https://www.zivmahluf.com>

Ziv5467@gmail.com <https://www.linkedin.com/in/zivmahluf/> <https://github.com/ZivMahluf>

Unity3D Developer focusing on AR & VR development, with vast experience in building projects from scratch, collaborating with design teams and working with customers. Lecturer for VR Unity development at The Hebrew University of Jerusalem. Researching the field of Redirected Walking (sub-field of VR). Seeking an XR Unity Development position.

Experience

MARCH 2021 – PRESENT FREELANCE UNITY DEVELOPER

- Developing a Snapchat lookalike AR camera app for iOS devices using AR Foundation and OpenCV for Unity.
- Working with Resonai's SDK to create an immersive AR content in Safra Square, Jerusalem. Developing advanced mechanics and tools for optimization. Built for WebGL.
<https://www.tohucollective.com/postourisma>
- Building interaction-focused 2D apps for tablets, phones and computers.

MARCH 2021 – PRESENT RESEARCH ASSISTANT, LECTURER, 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 for Virtual Reality and Artificial Intelligence.
- Teaching students to develop VR applications with Unity. The course focuses on building a large VR project in teams of programmers, designers and musicians.

JANUARY 2020 – MARCH 2021 UNITY DEVELOPER, INSOMNIA

- Single handedly carrying the development process of various VR and AR applications, from an abstract idea to a working product.
- Developing 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.
- Building for all types of Oculus headsets (Go, Quest 1&2, Rift).

Education

2017-2021 B.SC. COMPUTER SCIENCE, THE HEBREW UNIVERSITY OF JERUSALEM

Majoring in Data Science (Machine Learning, Artificial Intelligence, Deep Learning) and Game Development (Computer Graphics, VR Unity Development, Advanced VR Unity Development).

Projects

- Developing a pseudo-psychological-evaluation VR experience. The project was a collaboration between designers from Bezalel and programmers from HUJI.
- Developing an AI agent to play Durak, exceeding 99%-win rate against 3 players.
- Developing a face-mask detector, using real-time video footage taken by a Raspberry Pi camera.
- Implementing advanced deep learning models such as Transformers and GAN.

Languages: Hebrew – Native, English – Native level.