



I was born and raised in Haifa, Israel, moved to Tel Aviv-Yafo after graduating in 2014.

I work hard, learn fast and love to share my knowledge. I have a good technical sense and am always looking for a challenge and an opportunity to learn something new.

EXPERIENCE

- 2016 - Present
The Heder Architecture, Tel Aviv
Architect
 - Planned and executed TAMA 38 projects
 - Prepared local master plans
 - Worked with the online licensing systems
 - Supervised implementation of REVIT program
 - Made unique REVIT templates and families for office use
- 2015 - 2016
Yaar Architects, Tel Aviv
Architect
 - Worked with and coordinated between authorities, planning committees and consultants
 - Wrote up instructions for statutory plans
 - Worked with the online licensing systems
- 2015 - 2016
Savioney Levinsky Studio, Tel Aviv
Founder/Architect
 - Pursued possible collaborations
 - Participated in art/architecture competitions
- 2013 - 2015
Formula Student Automotive Society
Designer/Head of design
 - Conceived and designed concepts for race cars
 - Created digital 3D models of the vehicle
 - Coordinated between design teams
 - Prepped and supervised production of the Carbon Fiber exterior shell
 - Won "Style and Execution" award given by FIAT lead designer
- 2013 - 2015
Master Plan Team for Technion Campus
Architect
 - Lead a team in creating a BIM oriented parametric model for the future campus
 - Coordinated between consultants
 - Generated digital and physical models
 - Took part in editing and designing final planning documents and books.

MILITARY SERVICE

- 2005 - 2020
Tank Commander, Master Sergeant
Reserves, IDF
- 2002 - 2005
Tank Commander, Staff Sergeant
7th Brigade, IDF

EDUCATION

- 2008 - 2014
Technion - Israel Institute of Technology
B. Arch
Haifa, Israel

SKILLS

Autodesk Revit	████████████████████
AutoCAD	████████████████████
Adobe Creative Suite	████████████████████
3DS max	██████████████████
Sketchup	████████████████████
Rhino3D	██████████████████
Microsoft Office	████████████████████

HOBBIES

Drawing and sketching
PC gaming and flight simulators
Model building

LANGUAGES



References available upon request