

Work Experience

Director, XR & Interaction

Bryden Wood Technology – Global Construction & Digital Consultancy
2017 – current

Innovation Engineer & Designer (Product)

Microsoft (Microsoft Creative Studios - Lift R&D)
2016 – 2017

Full-Stack Developer, UX/UI Designer

Paze.me (Fintech)
2015 – 2016

Digital Design Consultant

HOK – Global Design, Architecture, Engineering and Planning Firm, R&D
2014 – 2015

Digital Designer, Architect

Various practices
2009 - 2014

Leading figure - Achievements

- Regularly invited to speak at InvestIn – Young engineers' panels (2017 – present).
- VR Days, 2018: Modelling XR experience - From Architectural modelling to XR.
- GrassHopper meetup, 2017: Integrating gaming engines and architecture for XR.
- MTC, 2018 – The Innovation in Construction Show – Hololens & Mobile app.
- Conscious cities, 2017: VR:Chitecture - VR in Architecture.
- SAGE, 2014: Machine-learning and structural building systems.
- SimAUD, 2013: Applying Machine Learning Algorithm in buildings' stability.
- ACADIA, 2012: Exploration computational optimisation in dynamic buildings.

Education

MSc AAC (Merit) – Adaptive Architecture and Computation

UCL, London, 2011-2012

B.Arch (Distinction), Architecture and Town Planning

Technion - Israel Institute of Technology, Haifa, Israel, 2004 - 2009

Honours, Awards

- AJ100 (shortlisted) – Best Use of Technology, 2020
- AJ100 - Best Use of Technology, 2019
- WICE – Best Woman Software Engineer, 2019
- MSc AAC, Merit (2012)
- Students Award – Students design competitions (2005, 2006, 2007, 2009)

Hard Skills

Ideation & Concept
Product Design
Programming
Strategy Development
AR / VR / XR
UX/UI
Data Analysis
Agile Development
Public Speaking

Soft Skills

Leadership
Creativity
Design Thinking
Digital Innovation
Problem Solving
Analytical Thinking
Strategic Thinking

Computer Skills

C#, HTML, CSS, JS, Python,
C++, Processing

Development platforms:
VR / AR, Web, Mobile

Other:
Arduino, Adobe
Creative Suite, 3D
Modelling

Teaching

2018 – current: Visiting
Lecturer, XR and
Gamification in the AEC
studio @ Westminster
University