



DOR HERCHCOVITCH

Interactive designer

Portfolio: www.dorhershko.com



+972-544636667



Tel Aviv, Israel



Dorhershko@gmail.com



[linkedin.com/in/dorhershko](https://www.linkedin.com/in/dorhershko)

Job Experience

2016-2018 - BYONDXR, Design Director

- Create creative concepts for immersive products
- Design interface for VR/AR platforms
- Experience in designing content management systems
- Explore and research new ways to interact with content to improve performance and conversion
- Working on projects flow from the creation stage of creative ideas and innovative content to execution and production ready product
- Leading a team of 3 members that include a 3D artist and another designer to create meaningful experiences.

2015 - Taub Center, Infographics Designer

- Created content for print materials and social media platforms
- Designed visual representation for academic analysis

2010-2016 - Walla! leading news-site in Israel, Graphic Designer

- Designed visual assets and motion graphics for news articles

Education

2012-2016 - Holon Institute of Technology (HIT), Bachelor of Design (B.Des)

Visual Communication, specialization in interactive

- Graduated with honors (summa cum laude)
- Scholarship for excellence in entrance exams

Awards

- Reward for exceptional type-face exploration – final project
NKN - Foundry for typefaces - goo.gl/vcG8Fu
- Reward for exceptional infographic design – 2nd year project
Taub Center, for social policy studies in Israel - goo.gl/xQUWgX

Teaching Experience

2017-Present – "Designing content for VR/AR" Lecture, Guest Lecturer

- Talk in UX conventions and in well-known design institutes (HIT / Shenkar / Hasifa) for design students and alumni

2017-Unistream, mentoring and teaching Unistream alumni

- Taught Adobe Illustrator and Photoshop with an emphasis on adjusting the need for the software

Volunteering Experience

2010-Present – Outbox Non-Profit, Part of the Executive Board

- Take an active part in the programs and assist in branding and design

2012-2013 – IBM: Kids4Kids Program, Guide

- Teaching and mentoring Jewish and Arab children in graphic design

Military Experience

2007-2010 MEYTAV Recruitment Base, Graphic Designer

- Designed in-base print material
- Designed website and print material for recruitment candidates

Core Skills

Visual Design

- Brand Design
- Art direction
- Post production
- Web & Mobile user flows
- Interface design
- Content representation
- Infographic Design
- Typography

Immersive Design

- UI/UX for VR headsets (Oculus / Vive / Cardboards)
- UI/UX for AR concepts (ARkit & ARcore)
- 360 Concept designs
- 360 Production

Software

Adobe Suit

- +++++ Photoshop
- +++++ Illustrator
- ++++ After Effect (360 video editing)
- ++++ Muse
- +++ Premiere
- ++ InDesign

Additional

- +++++ MS Office
- ++++ Zeplin
- +++ Figma
- + HTML
- + CSS
- + Processing

Operation system

Comfortable with both PC and Mac computers

Languages

Hebrew – Mother tongue
English – Proficient

[References will be delivered upon request](#)