

Noam Karutchi

Interactive Experience Designer

XR Creator & Creative Technologist

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[Website](#) | [LinkedIn](#)

Professional Summary

BAFTA-winning Interactive Experience Designer and Creative Technologist specializing in narrative-driven VR and immersive media. Combines a background in film, post-production, and digital media with hands-on Unity development to design interactions that serve story, environment, and audience experience. Experienced leading both the creative direction and technical production of immersive projects — from concept and world-building through to Unity implementation and team coordination. Passionate about crafting interactive experiences where every interaction reinforces narrative, atmosphere, and meaning.

Key Skills & Tools

- **Engines & XR Tools:** Unity (advanced), Unreal Engine (basic), Mistika VR (basic), Maya (basic), Lens Studio (basic)
 - **Editing, Design & Prototyping** (advanced): After Effects, Premiere Pro, DaVinci Resolve, Avid Media Composer, Photoshop, Adobe XD
 - **Programming & Scripting** (basic to intermediate): C#, HTML, CSS, JavaScript, Python, Ren'Py
 - **Collaboration & Workflow:** GitHub
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Selected Projects & Achievements

"Pieces" (2025) – MFA Final Project | Interactive VR Documentary

BAFTA Student Awards Winner 2025

- Independently directed, designed, and developed a rich VR experience in Unity, blending personal narrative with immersive interaction, with support from a 3D artist and sound designer for asset production.
- Implemented custom gaze-based interaction systems and dynamic timeline sequences.
- Built an abstract, modular world with optimized performance for VR headsets.
- Used ElevenLabs to create English-language voice dubbing for real participants, expanding the documentary's reach to international audiences.
- Exhibited internationally at festivals and showcases.

Teaching Assistant (2024) – Tel Aviv University

- **Web Development course:** led practical exercise sessions, supporting students through hands-on coding and project work.
- **Virtual Architecture (VR) course:** mentored students on spatial design thinking and user-experience considerations for VR environments, guiding their design and development projects.

"SUF: a Journey of the Reef" (2025) – Underwater VR Experience | Creative Technologist & Co-Director

Immersive VR journey designed for the coral reefs of Eilat, produced with support from the Society for the Protection of Nature in Israel (SPNI); completed and exhibited at venues across Israel, primarily in Eilat.

- Co-directed the narrative and creative vision with a project partner, designing immersive interactions that introduce audiences to the biodiversity and environmental story of the Red Sea reef while balancing storytelling, education, and exploration.
- Independently designed and developed the full VR environment in Unity, including interaction systems, performance optimization, and APK deployment for standalone headsets.

LUUM – VR Puzzle Game Demo for Meta Quest 3 (in final development, 2026) | Narrative & Interaction Designer

An indie-style puzzle game built around a meaningful underlying message; freelance project funded by the Goethe-Institut, showing at Gamescom 2026, with public release targeted for August 2026.

- Developing a new concept and world within the game's existing framework, and designing the puzzle mechanics and interactions that convey its underlying message.
- Independently building the full Unity implementation — including world-building and level design — and collaborating with 3D artists and animators on character design and animation.

SHBKA – Interactive VR Experience (in development, targeting 2027) | Co-Creator

A coming-of-age narrative VR experience set in 19th-century Essaouira, Morocco

- Co-creating the concept, world, and script, and shaping the project's overall creative direction.
- Designing the interaction systems and how the audience moves through and engages with the world, in direct alignment with the story and its themes.
- Leading the technical production: overseeing the Unity build and managing a team of 3D artists and animators, with the team expected to grow as the project moves into full production.
- In advanced pre-production, produced by Studio Hive with support from the Makor Foundation for Israeli Films, Alma Productions, the ANU Museum, and Kan Digital; targeting completion in 2027.

Professional Experience

Interactive Experiences Editor | Eko (2025–2026)

- Produce interactive product experiences across a wide range of brands, categories, and formats on Eko's interactive video platform.
- Contribute creative and process input beyond execution — including guidance on visual approach and feature sequencing that has been adopted into the team's production workflow.

Video Editor | Channel 12 News (2021–2025)

- Edited content for prime-time broadcast under tight deadlines, working closely with production and editorial teams.
- Worked within the Promo Department, requiring high creativity and editorial precision in a fast-paced environment.

Freelance Colorist (2021–2025) Delivered color grading for short films and indie productions using DaVinci Resolve.

Post-Production Assistant & Motion Designer | YesChef (2022) Created animated visuals and assisted in streamlining video post-production workflows.

Online Editor & Color Technician | Edit Studios (2021) Assisted in high-end post-production pipelines using Mistika and Adobe Suite.

Additional Experience

Senior Security Agent | EL AL, London (2017–2020) Led teams and managed high-pressure, time-critical operational scenarios in coordination with UK airport authorities.

Education

MFA in Digital Media (With Honors) – Tel Aviv University, 2025. *Dean's Honor List (twice)*

BA in Film & Television (With Honors) – Tel Aviv University, 2023.

Professional Post-Production Course – Met Film School, London, 2019.

High School Diploma (GPA: 95) – Advanced Math & English, 2014.

Languages: Hebrew (native), English (fluent)