

Noam Karutchi

XR Creator

karutchinoam@gmail.com | +972-54-563-6964

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

Professional Summary

BAFTA-winning XR Creator & Interactive Storyteller with a strong foundation in Unity development, immersive storytelling, and user-centered design. Blending a background in film, post-production, and digital media with hands-on experience in VR, game mechanics, and prototyping. Passionate about crafting engaging, emotionally resonant experiences through interactive environments and technology. Seeking opportunities to contribute my technical and creative skills to innovative projects within the gaming and interactive media industries.

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
 - **AI Tools:** ChatGPT, Gemini, Midjourney, DALL·E, Adobe Firefly, RunwayML, MoveAI, Sora, ElevenLabs
 - **Collaboration & Workflow:** GitHub
-

Selected Projects & Achievements

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

BAFTA Student Awards Winner 2025

- Directed, designed, and developed a rich VR experience in Unity, blending personal narrative with immersive interaction.
- Implemented custom gaze-based interaction systems and dynamic timeline sequences.
- Built an abstract, modular world with optimized performance for VR headsets.
- Exhibited internationally at festivals and showcases.

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

Immersive VR journey designed for the coral reefs of Eilat

- Leading the creative technology and interaction design, from concept to implementation, using Unity.
- Co-directing a narrative-driven experience that introduces users to the rich biodiversity and environmental story of the Red Sea reef.
- Designing intuitive, immersive interactions that balance storytelling, education, and exploration.

- Developing optimized underwater environments in Unity, with a focus on VR performance, accessibility, and APK deployment for standalone headsets.

Teaching Assistant (2024) – Tel Aviv University

- Guided students in Web Development and Virtual Architecture (VR) courses.
- Mentored web and 3D environment projects, supporting design and implementation.

"Poor Philanthropy" (2023) – Short Film, Producer

- Produced under the mentorship of director Amir Manor.
 - Official selection in international film festivals.
-

Professional Experience

Interactive Experiences Editor | Eko (2025-2026)

- Built interactive e-commerce product pages and digital experiences using proprietary authoring tools.
- Applied creative editing and design skills to ensure a high-quality visual narrative within interactive formats.

Video Editor | Channel 12 News (2021–2025)

- Edited content for prime-time broadcast under tight deadlines.
- Worked closely with production and editorial teams.
- Worked for 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 workflows.

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

Senior Security Agent | EL AL, London (2017–2020) Led operations and managed crisis scenarios 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)