Noam Karutchi

XR Creator & Technical Artist

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 junior-level roles where I can grow and contribute to building meaningful digital worlds.

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, 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.

"Red Sea XR" (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
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)