



RÉSUMÉ

Daniel Pesach DESIGNER / MAKER

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Online portfolio — danielpesach.com

Passeig del Xiprer 36, 08198 Sant Cugat del Vallès, BCN

Work Experience

TOM - Tikkun Olam Makers / Development Consultant and Makerspace Designer

2023 - Current - Tel-Aviv, Israel

- Lead the design of makerspaces from tool list to layout.
- Lead strategic planning, consulting and methodology implementation for all departments.
- Assisted with the development of the NGO's vision and goals, including business plans, KPI and progress tracking.

Halalit- Experimental Workshop House @Hamiffal / Visionary & Project Lead

2021 - 2022 - Jerusalem, Israel

- Initiated and led the "Halalit" project, an experimental workshop space hosting events at the Miffal Artist's Collective.
- Responsible for content management and social media presence.
- Facilitated workshops and lectures focused on upcycling, design thinking, wood working, creative writing and much more.
- Managed budgets and resources to ensure the successful implementation of projects.

Designer and Builder@ Sumsum Cafe and "Metzilot" Food Center/ Independent

2020 -2021 -Jerusalem, Israel

- Led the design and construction from concept to completion, including carpentry, wood-working, infrastructure, and interior.
- Managed workflow, budgets, and teams to ensure high-quality standards and on-time, on-budget completion.
- Utilized upcycling and repurposing techniques to create unique and innovative designs that reflect client's brand and values.

Web Design / Independent

2020 - Current - Jerusalem, Israel

- Worked independently on conceptualizing website design and optimization for small business owners to develop their online presence.
- Collaborated with clients to develop website content that accurately reflected their brand and values.

Owens-Illinois - European Design Office / Designer Story-Teller

2019 - Dusseldorf, Germany

- Led design research of the product development cycle at O-I, presenting actionable research findings and compelling experience stories to executive leadership and project teams that drove new product design, strategy, and prototyping.
- Collaborated with cross-functional teams, to develop product strategy and ensure that design met market and user needs.
- Gained a strong understanding of user-centered design, market research, and product development methodologies.

Folkwang University - Design by Technology / Assistant Teacher@ ID Masters

2019 - Essen, Germany

- Developed human-machine interaction design concept in AR/VR and led workshops in holographic design interaction.
- Worked with Unity Game Engine, Hololens, and Micro-controllers to create an immersive experience and help students develop their own mixed reality interactions for Hololens with ESP8266.

Möbel Design - Furniture Workshops / Designer and Facilitator

2018 - NRW, Germany

Hu.Be - Design Studio / Product Build and Installation Team Head

2017 - Tel Aviv, Israel

AlefAlefAlef - Type Foundry / Product Developer and Designer for "Alef Objects" line

2017 - Tel Aviv, Israel

Honors / Awards

- 2021 Graduated with distinguished honors from Bezalel Academy of Art and Design.
- 2021 Won 2nd Prize with my team at the JLM IMPACT Hackathon with the project "ASAFTA".
- 2020 Published in the International Journal of Mathematical Education in Science and Technology Dr. Gul Shai, Cohen Daniel, "The Hairy Klein Bottle".
- 2019 Article published by Bridges Linz, Austria 2019 Convention for Mathematics and Art. Dr. Gul Shai, Cohen Daniel, The Hairy Klein Bottle.
- 2018 Awarded an interim job with O-I's European Design Services Team through an O-I Design Competition.
- 2018 Awarded first place at the Leica Micro-systems design contest for: Microscope for Public Space design
- 2017 Nominated for DAAD Prize for outstanding achievements of foreign students at German universities by Folkwang Design Faculty.
- 2017 Holon Institute of Technology Presidential Award for outstanding academic achievement.
- 2017 Holon Institute of Technology Dean's award for academic excellence.
- 2016 Holon Institute of Technology Scholarship for admittance test excellence

Skills

Software

Unity Game Engine
 Adobe Suite
 Solidworks
 Keyshot
 Cura

Coding

Arduino
 Python (beginner)

Design

Persona
 Story boarding
 User research
 Wire framing
 Vision presentation

Development

Sketching
 Model Making
 Rapid Prototyping
 Electronics, Pneumatics
 & Hydraulics (Navy Trained)

Education

Bezalel Academy of the Art / Bachelor of Design

2019 - 2020 Jerusalem Israel (3 semesters)

Folkwang Universität der Künste / Bachelor of Design

2017 - 2019 Essen, Germany (3 semesters - exchange)

The Holon Institute of Technology / Bachelor of Design

2015 - 2017 Holon, Israel (4 semesters)