

Itay Shatz

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Introduction

Multidisciplinary designer specializing in UX / UI and graphic design. Since graduating with a degree in design, from HIT (Holon Institute of Technology), I have been working as a freelance graphic designer. My current and recent projects have been in the field of music, fashion, branding, visual identity and interactive web design. I help my clients build their visual identity, develop their brand, and create interactive digital products which focus on usability and simplicity.

Interest and Expertise

- UX / UI
 - Branding and Marketing Design
 - Product Design
 - 3D Modeling and Motion Design
 - Graphic Design & Print
 - Architecture and Interior Design
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Education & Certifications

UX / UI Netcraft, 2021
Netcraft Academy - Bnei Brak, Israel

Bachelors of Design, 2020
Concentration: Interior Design
HIT, Holon Institute of Technology – Holon, Israel
Department of Design

Skills and Qualifications

- Adobe Photoshop
 - Figma
 - 3d Max
 - Adobe Xd
 - AutoCAD
 - Microsoft Outlook
 - Adobe Illustrator
 - SketchUp
 - Microsoft Word
 - Adobe InDesign
 - V-Ray
 - Microsoft PowerPoint
 - Adobe After Effects
 - Rhino 3d
 - Microsoft Excel
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Awards

- Spotlight Speaker at Broken Nature Exhibition in Triennale di Milano (2020), Milan Italy
 - Best Project Award (2019), for 'Recession Pavilion' - Holon Institute of Technology, Israel
 - Best Project Award (2018), for 'Insulation Hotel' - Holon Institute of Technology, Israel
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Publications

Haaretz, March 31, 2020

'Triennale DI Milano coverage'

<https://www.haaretz.co.il/gallery/design/.premium-MAGAZINE-1.8727374>

Graduate interview, March 11, 2021

'מבט מקרוב: בוגרי המחלקה לעיצוב פנים'

<https://design.hit.ac.il/blog/מבט-מקרוב-בוגרי-המחלקה-לעיצוב-פנים/>

HIT Scholarly Article, April 13, 2020

“טבע שבור באיטליה : יומן מסע”

<https://design.hit.ac.il/blog/טבע-שבור-באיטליה-יומן-מסע/>

HIT Scholarly Article, May 11, 2020

“סרטי מדע בדיוני שכל מעצב חייב להכיר: בלייד ראנר”

<https://design.hit.ac.il/blog/סרטי-מדע-בדיוני-שכל-מעצב-חייב-להכיר-בלייד-ראנר/>

HIT Scholarly Article, May 18, 2020

“סרטי מדע בדיוני שכל מעצב חייב להכיר: HER”

<https://design.hit.ac.il/blog/her-סרטי-מדע-בדיוני-שכל-מעצב-חייב-להכיר/>

HIT Scholarly Article, June 1, 2020

“סרטי מדע בדיוני שכל מעצב חייב להכיר: 2001: אודיסאה בחלל”

<https://design.hit.ac.il/blog/סרטי-מדע-בדיוני-שכל-מעצב-חייב-להכיר-2001-אודיסאה-בחלל/>

Portfolio Magazine, May 6, 2020

“נכון לעכשיו: צחי דינר, המחלקה לתקשורת חזותית, מכון טכנולוגי חולון”

<https://www.prtfl.co.il/archives/128358>

Languages

- **Hebrew**
Native proficiency
- **English**
Native proficiency

