

Ten years of self-directed practice as an AI video creator and a maker of physical product — AI image and video, 3D, digital fashion, rapid prototyping, fabrication. **Lives inside the creator workflow end to end:** concept and prompt iteration, motion, production, final delivery. Turns ambiguous creative needs into testable workflows and working prototypes, then refines them through real-world use.

SELECTED
WORK

AI Video — concept frame to controlled sequence

Built and iterated controlled concept frames, material studies and animated sequences, working the problem that defines the medium: consistency, motion and creator control. Concept project for **Arca** shared by the artist, **1M+ views**.

Runway · Kling · Veo · Gemini

AI-to-physical pipeline — reference to finished object

A repeatable process from reference or sketch through 3D model, prototype, fit test and finished wearable object. Moves visual evaluation ahead of production, which cuts material waste and shortens the concept-to-output cycle.

Blender · CLO3D · Meshmixer · 3D scanning · additive manufacturing

Custom creator tools & objects

Body-mapped eyewear, performer headpieces, customized DJ headphones and modular garments. Each one specified against anatomy, movement, assembly and repeat use, then tested by the performers who wear it on stage.

Scanning · digital patternmaking · fabrication

EXPERIENCE

Dor Fellous Studio — Independent Creative Technologist & Multidisciplinary Designer

2016 — Present

- Own end-to-end workflows across AI concepting, image-to-video, 3D modeling, scanning, digital patternmaking, fabrication and content delivery for performers, television, brands, artists and academic projects.
- Translate loose briefs into working prototypes and buildable specifications — define constraints and success criteria, test fit and behavior, iterate on creator, client and production feedback.
- Develop repeatable AI-to-3D and AI-to-video processes that improve visual evaluation before production commits.
- Ship creator-facing output: campaign visuals, short-form video, motion environments, wearable products, props and custom production assets.

WOOOOOF — Head Designer & Creative Lead

2023 — Present

- Own the visual and product language of a street and nightlife brand across collections, limited capsules, campaigns, events and artist collaborations.
- Coordinate design, local atelier production, commercial printing and creative partners; balance cultural relevance, usability, cost and production constraints.

INN7 — Creative, E-commerce & Operations

2023 — Present

- Run an avant-garde retail workflow spanning international buying, inventory, e-commerce, merchandising, content and customer experience; use direct audience feedback to drive product and presentation decisions.

RECOGNITION

Flying Solo competition winner, presented at New York Fashion Week · International Digital Fashion Week · Arca concept project shared by the artist, 1M+ views · Work with Static, Infected Mushroom, YES, ELLESSE and performers across music and nightlife

TOOLS

AI & video	Runway, Kling, Veo, Gemini, ChatGPT
3D & prototyping	Blender, CLO3D, Cinema4D, ZBrush, Meshmixer, 3D scanning, 3D printing
Design & commerce	Photoshop, Shopify, Magento

EDUCATION

Shenkar College, External Studies — Sewing (2016), Free Pattern Making (2017); otherwise self-taught · Hebrew native · English fluent