

Lior Ben Gai

Software Developer, Digital Artist

Born 1984

Nationality: Israeli

Languages: Hebrew, English

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Work experience:

2011 - present: Self employed software developer

2009 - 2010: Pangea Tools - Flash/Flex developer, Animator

2008 - 2011: CasaVersa - Flash/Flex developer, UX designer

Teaching:

2015 - present: Goldsmiths University of London, UK - Teaching assistant

2013: Bezalel Academy of Art and Design, Department of architecture, Israel - Visiting lecturer

2013 - 2014: HackerU college, Israel - Lecturer, Course writer

2011 - 2014: Shenkar college of design, Israel - Programming instructor, Tutor

Education and background:

2015 - present: Goldsmiths University of London - PhD Arts and Computational Technology

2014 - 2015: Goldsmiths University of London - MA Computational Arts

2006 - 2008: Bezalel academy - Architecture student (2 years of a 5 year program)

Skills:

Web development: HTML/CSS/Javascript, Wordpress, Actionscript 3.0

Graphics programming and animation: Processing, OpenFrameworks, GLSL, Three.js, Flash/Actionscript, Blender3D/Python

Physical computing: Arduino, Raspberry Pi

Sound programming: Puredata, Max-MSP, C++

iOS development: Objective-C, Cocoa Touch, C++

Additional tools: Adobe Premiere, Photoshop, Illustrator, AutoCAD

Platforms: OSX, iOS, Ubuntu, Raspbian, Windows