

Avraham Raskin

Augmented Reality Designer

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SUMMARY

I became interested in AR as a child, reading SciFi whenever I got the chance. Encountering these vastly different worlds and humans inspired me to imagine a world of abundance and unlimited potential through the merging of our two worlds the 'real' and the 'digital', seamlessly together. I've since come to work in the fields of AR Vision, Robots, AI and AR Sound aiming to unleash a holistic way of designing the fantastic world we are merging with. Augmented Reality is not just a technology; it is the interface that will fully marry man and machine.

DESIGN EXPERIENCE

Founder

Eight

2016 - Ongoing Tel Aviv, Israel

www.helloeight.com

Augmenting the entire human, his senses and his intelligence

- Developed 3 working prototypes of 'Whisper'
- Whisper is the first wearable designed to be worn all day
- Runner Up in Y Combinator Seed Funding Batch

AI and Robotics Research Intern

Bar-Ilan University

2015 - 2016 Ramat Gan, Israel

AI Team designing agents who are socially aware in a human world

- Wrote a program giving agents the ability to understand social skills i.e. not to walk between humans while they are engaging
- Worked on a scenario in which agents recognise and interact with each other, swap information, and can dynamically change leaders based on the most up to date shared knowledge i.e. in firefighting

Interaction Designer (HCI)

Meta

2013 - 2014 San Francisco Bay Area, CA

Pioneers in building revolutionary AR Glasses and Interface

- Established design team of four with Jayse developing a fundamental AR universal design language; the JARVIS to our metaverse
- Spearheaded AR breakthroughs i.e. the Layer System, reticle-gesture, holographic keyboard, advanced weather visualization

MOST PROUD OF

Designit AR Mentor

Inspiring the next generation of designers

Fulfilled childhood goal

Bringing Iron Man to life

World Citizen, lived in 6 countries

AUS, England, France, USA, Peru, Israel

PROJECTS

AR Waze

2017 - 2018

<https://goo.gl/jB5rSE>

Using AR to reimagine car navigation

- Follow the {yellow} brick road: digitally painting your lane
- Integrate driving data contextually within FOV
- Illuminate cars and hazards unseen by the eye

AR Moovit

2017 - 2018

<https://goo.gl/r9D2Nb>

Forging a painless public transportation future

- Highlight your bus or stop to stand out
- Visual and Sound AR updates for better route
- Shared 10+ concepts, with 250+ feedback

TECHNOLOGIES

Design & Programming

Unity3D

Blender

Sketch

After Effects

Python

C#

ROS

Principle

HTML/CSS

Javascript