Eliot Rosenberg

MULTIDISCIPLINARY UX DESIGNER – 3D, WEB3, METAVERSE, AR/VR

Employment History

UX Designer / Metaverse Architect
Touchcast   Tel Aviv, Israel

NOVERMBER 2021 — JUNE 2022

Designed *Campus Builder* & *Building Designer* - 3D decentralised apps for designing/customising users' Metaverse City virtual 3D work campus.

Developed UX/UI wireframes for Touchcast Metaverse webpages with Figma

Developed 3D virtual world city growth strategy for Touchcast MCity Metaverse for Enterprise using Grasshopper 3D parametric design tools

Launched Touchcast Metaverse City (MCity) at CES 2021 in Las Vegas, USA

Engaged with new automotive clients (Stellantis, Fiat, SDF) to develop 3D digital twin campuses in Touchcast MCity.

Managed the development of 3D assets for virtual events held in the Touchcast Metaverse (MCity Launch, SDF Dealers Conference)

Co-Founder
Gigsta – (Virtual Contact Centre)   Sydney, Australia

FEBRUARY 2020 — JANUARY 2021

Developed Product Strategy connecting Employers with Gigsta agents

Conducted market research surveys about COVID-19 effects on customer service industry

Developed Go-to-market strategy

Created User Stories extrapolating needs based on research

Created and pitched investment decks to Venture Capital

Co-Founder
Phantom Realities – (Mixed Reality)   Sydney, Australia

DECEMBER 2017 — DECEMBER 2019

Designed UI/UX, 3D artwork in Unity and instructed developers

Developed Product Strategy and Product Roadmap defining key milestones

Achieved Government Minimum Viable Product (MVP) Grant funding

Presented product at conventions in Sydney and Melbourne

Pitched 3D Augmented Reality product to real estate developer clients

Computational Design Lecturer & Researcher
University of New South Wales   Sydney, Australia

JUNE 2013 — DECEMBER 2017

Lectured on Contemporary Architecture, Parametric & Generative Design, Digital Fabrication, Robotics and Spatial Interactivity.

Conducted researched and constructed complex interactive architectural structures.

Computational Design Consultant
Tektonik   Sydney, Australia

NOVEMBER 2017 — JUNE 2021

Freelance computational design consultant. Consulting for architects with 3D parametric design and digital fabrication on complex structures.

Details

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eliotrosenberg.com (Portfolio)
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LinkedIn Profile
Phantom Realities AR Demo

Education

Executive MBA – Quantic School of Business & Technology 2022

Masters of Architecture University of Technology, Sydney 2010

Masters: ITP - Interactive Telecommunications Program New York University, 2007

Awards, Grants & Scholarships

Quantic Executive MBA Scholarship: Quantic 2020

MVP Grant: NSW Government 2018

Sir James McNiell Scholarship: UNSW 2016

Sydney Vivid Festival Exhibitor Destination NSW, 2016

Technology Skills

Metaverse / Virtual World Design & Development

SaaS UX/UI, Product/Project Management - Figma, Trello

Agile Methodologies

VR/AR/XR Development in Unity

Parametric & Generative Design in Grasshopper/Rhino 3D CAD

Digital Fabrication (CNC, 3D Printing)

Computer Vision & Video Tracking projects (Java)

Game Design (Software & Physical Controller)

Machinima Production (MMORPG)

Interactive Video Production MAX/MSP/Jitter