



# Maya Shalem

Motion Design  
UI/UX

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## Website

<https://www.thisismayale.com>

## Behance

[behance.net/mayashalem](https://www.behance.net/mayashalem)

## LinkedIn

[-linkedin.com/in/maya-shalem-4b51431b6](https://www.linkedin.com/in/maya-shalem-4b51431b6)

## Computer Applications

- Figma
- XD
- After Effect
- Blender
- Photoshop
- Illustrator
- Premiere Pro

## Skills

- Team player
- Fast learner
- Highly motivated
- Independent
- Creative
- Guidance and teaching
- Responsible
- Interpersonal skills
- Management skills

## Languages

- Hebrew: Native
- English: Fluent

I am a young designer in the third year of my bachelor's degree. Independent, hardworking and highly motivated, looking for a position in Motion Design and UI/UX.

## Education

- 2019 - Present **B. Ed. Des Bachelor, WIZO Haifa Academy of Design and Education**
  - Grade Point average: 94
- 2011 - 2014 **Nofei Habsor High School, Eshkol Full matriculation with distinction**
  - Majors: Visual Design & Art
  - Majors units in Math and English

## Special Projects

- **Adopt a Coral**

An interface for adopting corals and learning about the corals environmental crisis. All donations from this interface will be transferred to a dedicated association that will support planting coral in Eilat reefs. This project was recently approved by the Nature and Parks Authority.
- **You Are Not Alone**

Designed clothing label for "Hoodies" women's collection, as part of an activist project to prevent violence against women.
- **Everything Between Us**

The project was chosen to be displayed at the Yad Vashem Museum, consists of a physical installation art and a customized application that accompanies the user throughout the experience.
- **Life Goes By**

The project was chosen to be displayed in an international exhibition at the Hansen House - Jerusalem. The project includes 3 short animated videos that illustrates quotes from Hanoch Levin's plays.

## Professional Experience

- 2017 - Present **Rafael Advanced Defense Systems**
  - Working with a human engineering team (UX) to define user needs based on experience from military service.
  - Working with a human engineering team (UX) to build tutorials and write technical literature based on operating settings and system characterization.
  - Developing training tools and marketing design
  - Instructing theoretical and practical training in Israel and abroad

### Main Job Requirements:

- Teamwork
- Work under intensive schedule
- Multitasking

## Israel Defense Force

- 2015 - 2017 **Moran - Elite Artillery Unit Simulator instructor, Sergeant**
  - A leading authority for system implementation in the unit, developed by Rafael. The implementation included participation in experiments, writing lessons and exercises for the trainings.
  - Training the unit's officers and commanders
  - Completing a Commanded Training course with distinction
  - Managing the training at the unit training school

## Volunteer Year

- 2014 - 2015 **Minsharim Kalu - Maagan Michael**
  - Volunteering with communities in need
  - Emphasis on leadership, social activism and initiative.