Liam Yehudai

■ liam.yehudai@stonybrook.edu | ■ Portfolio: https://mustachewalrus.github.io/portfolio/

Professional Summary
- Versatile honors candidate in Studio Arts and Media Arts Culture, with minors in Digital Arts and Art History.
- Passionate about blending immersive media, interactive technology, and educational resources to create engaging experiences.
- Experienced in media production, educational tech, and creative project development, with over six years in academic support roles and interdisciplinary collaboration.

Education
Stony Brook University – Stony Brook, NY
Bachelor of Arts in Studio Arts (Honors) and Media Arts Culture
Minors: Digital Arts, Art History
GPA: 3.78
Honors Project: Ctrl + Art + Create – interdisciplinary exhibition showcasing immersive media and makerspace innovation
Expected Graduation: Spring 2026

Experience
Lab Assistant, Teaching & Learning Lab (TLL) (Fall 2019 – Present)
Six years of experience supporting faculty and students in creating digital teaching resources.
Projects include the Long Island History Journal and EnviroDangers educational site.
Specialized in immersive media, 3D scanning, and Gaussian splatting workflows, producing over 100 scans integrated into art and teaching tools.
Intern & Treasurer, SBUTV (Stony Brook University TV) (2022 – 2023)
Assisted in live film productions and coordinated digital media projects.
Served as Treasurer, managing club resources and supporting event planning.
Web Design Intern, Radio Station (Ongoing, started 2021)
Designed and maintained the station's website with updated layouts and improved accessibility.
Continuing volunteer role providing iterative design updates and visual improvements.

Projects & Portfolio
Spaced Out Animation (2024): Multi-style animated film using claymation, 2D animation, stop-motion, 3D scanning, pixel art, and VFX.
Power of Love (2023): Interactive keyboard sculpture using Arduinos, Raspberry Pi, and vinyl-cutoverlays.
Trixel Style Guide (2023): Developed a style guide using equilateral 'trixels' to reimagine digital aesthetics.
Documentary Project (2024, ARS 402): Explored immersive media research referencing Vi Hart's work on VR.
Media Aesthesis Paper (2024, ARH 400): Critiqued AI-generated imagery via intentional vs. non-intentional media.

Skills

Immersive Media & Creative Tools: 3D Scanning, Gaussian Splatting (100+ scans), Photogrammetry, WebXR, P5.js, Blender

Web & Interactive Media: WordPress, Drupal, OBS, Knight Lab's Timelines & StoryMaps

Design & Editing: Adobe Suite (Photoshop, Illustrator, Premiere, InDesign, After Effects), DaVinciResolve, Google Suite

Audio & Multimedia: Logic Pro, Audacity