

KATIE

LEVINE

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www.maker-workshops.com

Design | Technology | Education



Professional Experience

2016-Present

Maker of Makers

Ever since my work as Design Director for Ideahub in China I've been creating workshops, seminars and year long Maker-Centered programs for different companies and establishments. My workshops are all about the hands-on experiences, involving team work, creative thinking and the learning of new skills.

2021-Present

MakeTivon Makers Director

As part of the Tivon-Hive connectivity model I work to connect the educational leaders of Tivon through a Maker Program I wrote. In this program teachers from all the schools in Tivon come together to learn about new pedagogies and practices originated from the Maker movement. These ideas and methods made their way to schools around the world due to the innovative and educative nature of them.

This is an ongoing program.

2020-Present

Co-founder of OK Studio

We plan and make 3D printed architectural models of private homes and apartments. Our clients are architects, designers and private home owners. Our exact replicas of the planned houses help our clients to envision their future homes and prevent any planning mistakes they might face in later stages.

2019-2020

Technological Education Guide, Atchala Center

At this role I have been the adviser of several schools for the city of Holon where I worked side by side with educators to help them learn and implement digital and technological fabrication skills, as well as help them integrate advanced methods of pedagogy such as PBL.

Software Skills

Microsoft Office
Photoshop
Indesign
Illustrator
Inkscape
SolidWorks
Rhino

Hardware Skills

Woodwork
Welding
Soldering
Programing
Prototyping
Model Making

Languages

Hebrew
English
Russian
Spanish

Stuff I Like To Do:

Read
Write
Run
Travel
Dance

Stuff I Like To Make:

Illustrations
3D Printed Objects
Concrete
Cakes
Friends

Professional Experience

2016-2019

Director Of design and Technological Education Designer, IdeaHub, China

As Director of Design I was responsible of all the design material made for Ideahub, working with designers in a team which I led.

My work included branding, print, web design and planning, interior design and the creation of innovative lesson aids and products.

As a Technological Education Designer I created innovative content for students and teachers. In our programs we emphasized creative thinking through technology, curiosity and community. My role was to create and lead programs for students and teachers alike, and to demonstrate a novel methodology to learning, ideating and making.

2010-2016

Design Instructor and Private Touter

During my time as a Design Instructor I worked in various establishments like the FabLab in Holon, where I was in charge of courses for underprivileged youth and the Collage of Management where I co-taught a class of 4th year design students. All the while I was also teaching students and designers how to master CAD programs like SolidWorks and Rhino.

2013-2015

Industrial designer and technical drawing maker, Atlantium Technologies Inc.

The drawings were made using SolidWorks and involved the collaboration of the engineering and production departments.

During my time there I single-handedly remade all of the company's product books, unifying them in layout and design.

Education

2015

Fab Academy, Holon

The Fab Academy is a Digital Fabrication Program directed by Neil Gershenfeld of MIT's Center For Bits and Atoms and based on MIT's rapid prototyping course: How to Make (Almost) Anything. The program provides advanced digital fabrication instruction for students through a unique, hands-on curriculum and access to technological tools and resources.

2007-2012

B. Design, HIT. Industrial design major.

During my time at HIT I have been chosen to participate in the interaction design lab [IDHO] course. Its subject was Play and during the course I took part of three major projects and was head of the Final exhibition for the course.