



# Inbar Zanir —

## ABOUT ME

It was always clear to me that my real passion is creating things that can change the world. I am excited to wake up each morning and find myself investigating, sketching and planning, until finally a real, existing product is born, one that people can use and enjoy, and benefit from.

I am passionate about improving the lives of others through the combination of smart design, innovative technology and investigative science, and constantly looking to learn new things. I am fascinated the human body and the way it interacts with space and objects. I think that our goal as designers should be improving the capable and assisting the neglected.

## EXHIBITIONS

**International Conference of Assistive Tech & Accessibility 2022** | ICCHP-AATE, Lecco, Italy

**Expo 2020 Dubai** | 2021  
Dubai

**Future Food** | 2019 - 2021  
Hygiene-Museum, Dresden

**EAT!, Biotopia** | 2019  
Naturkundemuseum, Munich

**Food+Tech Connect** | 2019  
Berlin

**Back Home** | 2018  
Ha'Chava Gallery, Holon

**Graduate Exhibition** | 2018  
HIT, Holon

**BaEmtza** | 2015 - 2017  
Ha'Tachana, Tel Aviv

## EXPERIENCE

**Head of R&D** | TOM Global | 2020 - 2022

TOM is a global organization, with communities of makers who develop open-source products for people with disabilities in more than 20 countries. In my role as the Head of R&D, I was responsible for all development processes from brief to execution, creating workflows, managing our R&D center, and participating hands-on in the development of key projects such as our Parametric Prosthesis, Violeen prosthesis, wheelschair for toddlers and many others.

**UX Professor** | Codesigner | 2020 - 2022

Codesigner is a boutique school that aims to educate the best UX/UI researchers. As part of my role, I teach students the essentials of UX, how to conduct profound research, develop their critical thinking process and execute quality products.

**Founder** | Costumes Come True | 2015-2022

Costumes come true is a venture that connects design students and children with disabilities, in order to create inclusive costumes that empower their wheelchairs and walkers. Today the initiative is happening in 5 design schools with over 80 costumes each year.

**Industrial Designer (Founder)** | Way.Cups - Edible utensils | 2019 - 2021

Way.Cups is a circular economy based product, a series of edible disposable utensils made of juice factory's fruit leftovers. What started as my final project progressed into a venture I developed at Masschallenge and MIT's Design-X accelerator. Way.Cups was sold to a German based juice company, and it is currently in its first market test.

**Exhibition Designer** | Studio Jeger | 2016 - 2018

Every booth is a one-designer-show, and combines multidisciplinary design skills, alongside project management abilities. I was working on a daily basis with CAD design, rendering, and a variety of graphic design tools.

## AWARDS

**D&DA Future Impact Awards** | 2021  
The Prescription Paper Pill Bottle

**The InnoDip Award** | 2019  
Tikkun Olam Makers

**Peleg Design** | 2016  
Snowden's Peephole



## MEDIA

### Repairing the World, one engineering project at a time

2022 | Harvard Gazette

### Technology to Repair the World

2022 | Jewish Journal

### 'Dream Costume' offers Purim costume for disabled kids

2022 | Jewish News

### Revolutionary Solution For One Will Change Lives Of Millions

2021 | Forbes

### How to make customized products for 250 million disabled

2019 | Globes

### Even during the Corona period, "costumes come true" at Easy Shapira

2021 | Channel 2 News

### The Israeli movement aiming to fix the world

2021 | The Jerusalem Post

### Affordable prosthetics are changing lives

2020 | CNN

### Sewing festival to make masks for the hearing-impaired

2020 | FIU News

### Costumes Come True at the Morning Show

2018 | Channel 12

### Have the ice-cream and eat it too

2018 | Mako

### The relationship between fruits, circular economy and ice cream

2018 | The Material Library

### Flying with wheels: how to make creative costumes for children with disabilities

2017 | Xnet

# Inbar Zanir

## CONTACT

+972-525677933

zanir.inbar@gmail.com

<http://www.Inbarzanir.com>

## EDUCATION

### UX/UI Design | Coder | 2020

I have expanded my knowledge about user and market research, acquired hands-on experience in end-to-end process and pixel-perfect designs. Graduated first in class.

### OGS Fellowship Program | Brandeis University and MIT Design-X | 2019

Out Generation Speaks is connecting Israeli and Palestinian entrepreneurs, in order to create impact ventures. During the fellowship, I participated in Brandeis university's Social Policy MBA program, while continuing to develop Way.Cups at Masschallenge and MIT's Design-X startup accelerator. As alumni, I have participated in MISTI's Leaders Journey Workshop.

### B.Design - Industrial Design | HIT - Holon Institute of Technology | 2014 - 2018

During my studies I learned how to envision and create products from A to Z, challenge critical and creative thinking, use vast variety of manual and computer fabrication tools and develop my entrepreneurial mind. During this time I initiated several collaborations between design students and the Izzy Shapiro Rehabilitation Center.

### B.A - Economy and Management | BGU - Ben Gurion University | 2011 - 2014

My entrepreneurship passion led me to the program, where I learned more on the business. During my studying, I volunteered in the "Young Entrepreneurs" organization, which mentors middle-school students in creating and launching their first product.

### Psychometric Test | 2010

Final Grade 776 (SAT Equivalent of 2328)

## MILITARY SERVICE

### Intelligence Technology Sergeant | IDF | 2007-2009

During my service, I served in the IDF's Military Intelligence Directorate in a unit that is responsible for developing physical technology for special operations, where I learned how to work with CAD modeling, 3D printers and other fabrication technologies.