

Lila Cicurel

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Profile

Immersive Virtual Reality Developer (Pratt BFA, Art & Tech) who skillfully converts complex artistic concepts into functional virtual experiences. Capable of managing the full development cycle, including design, deployment, and training. Focused on using technical expertise and human-centered design to build intuitive, accessible, and delightfully engaging simulations.

Education

Pratt Institute - BFA in Art and Technology, Minor in Sustainability Studies | May 2025

- Thesis: "The Window" - Built a custom 3D city in Unreal Engine, displayed across five vertically stacked monitors simulating a window. Explored emotional distance and digital intimacy through ambient scenes, interactive window views, and AI-translated textures derived from original paintings.
- Developed a self-hosted T1D Assistant using the Qwen 3 language model, training it on diabetes data to analyze complex insulin, food, and pump logs. This tool served as a supportive management aid and demonstrably contributed to improved user A1C metrics.

Experience

Agile Lens (www.agilelens.com) | Intern | 2024 – Present

- Assisted in creating 3D virtual reality luxury apartment tours for 30 high-end clients for Four Seasons Hotels and Resorts.
- Developed plugins for Unreal Engine and conducted research on new and emerging technologies for Virtual Reality (VR) development.
- Experience with integrating conversational AI interactions (Convai) in VR experiences.
- Documented technical specifications in clear, organized formats, ensuring accessibility and usability.
- Supported collaborative troubleshooting during simulations and client demos.

Pratt Institute | Assistant Instructor | 2023

- Led software training sessions in TouchDesigner and VCV Rack for high school students.
- Guided learners through technical troubleshooting while maintaining a cooperative environment.

Long Island High School for the Arts | Trainer | 2023

- Taught two master level sessions on integrating Adobe Firefly into artistic and Photoshop workflows.

Applied Visions (www.avi.com) | Intern | 2020 – 2022

- Produced engaging visual and written content for editorial projects, adhering to tight deadlines, and maintaining high creative standards.
- Enhanced company website by editing and color grading visual assets to ensure visual appeal.

Highlighted Expertise

- AI Tools: Ollama, ComfyUI, Adobe Firefly, Convai, AI-powered code generation and automation (e.g., shell scripting, logic prototyping)
- Simulation & 3D: Unreal Engine 5, VR Development, TouchDesigner, Visual Storytelling, Substance 3D painter, Substance 3D Designer
- Software + Systems: Adobe Suite (Photoshop, Premiere, After Effects, InDesign), Dragon Frame
- Audio/Visual + Hardware: VCV Rack, Audacity, Arduino IDE, projection mapping