Hadas Hay

b. 1997 Works and Lives in Tel-Aviv

Education

2025   Tel-Aviv University (M.F.A)
Master's Degree in Digital Media Directing and Production

2019 - 2023   Bezalel Academy of Arts and Design (B.F.A)
Bachelor's degree in the Department of Photography.

2021 - 2022   UMPRUM, Academy of Art, Architecture, and Design
Student Exchange Program Department of Art, Photography Studio, Prague, Czech Republic.

Academic Experience

2025   Instructor, 3D Scanning Workshop – University of Haifa,
Designed a practical workshop on photogrammetry scanning. Taught students the fundamentals of 3D scanning, from photographic setup to digital modeling.

2025   Teaching Assistant, Political Photography Course – Bezalel Academy of Arts and Design,
Plan and deliver technical workshops on GIS mapping, integrating these tools into photographic and spatial research. Assist in the development of course content, focusing on digital visualization of territorial narratives.

2022 - 2024   Teaching Assistant, Virtual Production Course – Bezalel Academy of Arts and Design,
Supervise and support student projects in the Green Studio. Provide guidance in lighting, photography, sound, and virtual production workflows using Unreal Engine.

Work Experience

- 2019   Exhibition and spaces Documentation - Provided professional photography, videography, and editing services for documenting exhibitions and artworks.Worked with venues and institutions such as The New Gallery Teddy, Bezalel Academy, The Faculty of Arts Hamidrasha, and Prater Gallery.

- 2023   Exhibition and spaces Modeling - Produced high-quality 3D renderings and models based on architectural drawings. Collaborated with organizations such as Bezalel Academy and Black Box Street Gallery to design exhibition spaces.

2024 - 2025   WWWADI - An interactive 3D model of Wadi Nisnas
Creating 3D models, animation and managing all aspects of visual production. Video Game Project by Mohamed Tuhi. The project showcased at Beit HaGefen Gallery, Haifa, Israel, December 2024.

2023 - 2024   Frederick Brenner Archive
Archival work, including digital cataloging and systematic sorting of images.

Solo and Duo Exhibitions

2026   Glares Night, duo exhibition, curator: Tamar Margalit, Art Cube Artists' Studios Jerusalem, IL.

2025   The Street Gallery, 97, Jaffa St, Jerusalem , IL.

2024   How Many Hours is Considered Ghosting, duo exhibition, curator: Meital Aviram, HaBayit Theater / Train 22, Tel Aviv, IL.

Selected Group Exhibitions

2025 Backstage, The New Gallery Teddy, curated by Tamar Gispan-Greenberg, JLM.

2024 Kabin, Photography Gallery, Curated by David Adika and Ilanit Konopny, JLM.

2024 The Surrealist Manifesto, Edmond de Rothschild Center, curated by Keren Zalts, Tel Aviv.

2024 Sportivo Utopia, Mamuta Center, curated by Sala-Manca Group, JLM.

2024 Raising the Bar, Curator: Dvir Shaked, Koresh Gallery 14, JLM.

2023 Reuven3, BFA Graduate Exhibition, Bezalel Academy, curator: Ilanit Konopny, JLM.

2022 Jerusalem Futurism, Curator: Maayan Shelef, Artists' Workshops, JLM.

2022 Closure, Curator: Monika Sajkova, Prague, Czech Republic.

2021 Photo Is:Real, Curator: Nir Evron, Tel Aviv.

2019 Gender Blender, VC Gallery, Bezalel Academy, curators: Dr Yael Rozin and Bar Shitrit, JLM.

Residencies

2023 Sportivo Utopia, Mamuta Center, by Sala-Manca Group, Jerusalem, IL.

2023 The Entrance to the City, Koresh 14, Jerusalem, IL.

Collaborations & Artist Assistance

2024 Mohamed Tuhi - WWWADI, An interactive video game of Wadi Nisnas, Creating 3D models, animation and managing visual production. The project showcased at Beit HaGefen Gallery, Haifa, Israel.

2022 Rut Patir - archiving and digitizing 3D models using photogrammetry technology. Preparing and refining works for exhibition at the Center for Digital Art (CCA), Tel Aviv.

Awards and Fellowships

2024 Excellence Award in Studies, Department of Photography, Bezalel.

2022 Presser Award for Excellence in Photography and Video.

2021 Erasmus+ Scholarship for Student Exchange

Press & Reviews

2023 One Eye Closed, Haaretz Culture and Literature

2021 Koma 6 Magazine, Focus Section

Languages	Creative Skills	Technical Software
Hebrew - Native	Video and still photography	Adobe Suite
English - Fluent	Video and still editing	Microsoft Office
	Photogrammetry Scans 3D modeling	Cargo / Wix
		Blender, Unreal Engine