

SHIMON ZINATI

CREATIVE AI BUILDER · SCREENWRITER

Known in France as Simon Znaty (pen name: Zanavi)

CONTACT

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CORE SKILLS

Rapid prototyping · Model evaluation · Creative workflow design · UX for creative tools · AI-assisted coding · API integration · Automation · Feedback-driven iteration · Storytelling

GENERATIVE AI

Claude Code · MCP · Higgsfield · Seedance · Kling · Veo · Nano Banana Pro · GPT Image · Suno · ElevenLabs · fal.ai · Meshy · Whisper

BUILD, 3D, VIDEO

Next.js · Three.js · HyperFrames / Remotion · APIs & webhooks · n8n · Python · Unreal Engine 5 · Blender · Unity · Premiere Pro · After Effects

EDUCATION

Institut Georges Méliès
Bachelor's Degree in Game Development (3D & game design) · 2023–2024

École de la Cité, founded by Luc Besson
Master's Degree in Screenwriting (French RNCP Level 7) · 2013–2015

LANGUAGES

French (native) · English (fluent) · Hebrew (fluent)

> Screenwriter and game designer turned **creative AI builder**. For the past year I have worked full-time with generative AI, creating films, ads, explainers and interactive 3D for musicians, brands, real-estate developers and architects, and building the apps, pipelines and prototypes behind them. Story is my edge: every new model asks what it lets a creator tell, and how fast that can become a product people actually use.

AI & PRODUCT

Co-founder & President, AI Artist — 2025 – present

BINA Interactive · AI-first creative studio (strategy, content, development)

- **Interactive real-estate walkthroughs** for developers and architects: an AI-assisted pipeline from floor plans to Blender to Unreal Engine 5. Buyers walk through the apartment, toggle between furnished and empty, and swap floor finishes. Delivered with 4K films and brochure image sets.
- **AI video production app** for an international nonprofit: paste a script, get a quote, a full first cut and a review loop. Claude orchestrates image generation, cut-outs, voice, word-level timing (Whisper) and code-rendered motion in three styles (comic, claymation, kinetic typography). Designed the visual grammar, automatic quality checks and client review flow; iterated after each round of feedback.
- **Brands & musicians:** digital communication for luxury furniture brand Wood & Beauty; AI product imagery; ad films; music visuals.
- **Content lab (@slash.zanavi):** explainers, parodies, music clips and comedy sketches that test each new model in public; audience numbers decide which formats get a second version.
- **Rapid prototypes:** a web fighting game with AI-generated, rigged 3D characters (Meshy API + Three.js) shipped in two days; a multiplayer satirical web game in development.
- **Education product:** a gamified course teaching non-technical creators to direct AI (17 lessons covering image, video, sound and editing). Wrote the curriculum and scripts; on-camera host. All modules filmed; launch planned for late November 2026.
- Built and maintain a 24/7 personal agent stack (Claude, MCP servers, n8n, Telegram bot) on a self-hosted server.

DIGITAL & COMMUNICATION

Digital Content Manager, Social Media Desk — 2017 – 2019

IDF Spokesperson's Unit · Israel Defense Forces

- Wrote, produced and edited videos and social posts for international audiences; contributed to the desk's content strategy.
- Several videos reached millions of views and were picked up by international media.

Artistic Director — 2021 – 2024

Paris Society (Sub Pigalle) · Experimental Group (Experimental Cocktail Club) · Moma Group (Bus Palladium)

- Artist booking and event programming, communication strategy, planning and team coordination for Paris nightlife venues.

Editor-in-chief — 2015 – 2016

Le Bonbon · Paris city magazine

- News monitoring, daily articles, interviews and features.

WRITING & NARRATIVE DESIGN

Co-writer, *Les Picasso* — 2024 – present

Feature-length hybrid documentary directed by Nicolas Sene · After Hours & Salted Honey

- In partnership with the Musée national Picasso-Paris; supported by the Fondation Picasso, the Île-de-France Region and the City of Nanterre. Fully shot and in post-production; delivery January 2027; being prepared for a Cannes 2027 submission.
- The prequel short *Les Picasso II* won France Télévisions' "Filme ton quartier" competition and the 2026 Prix France TV Slash.

Narrative Designer, *Fade Away* — 2024

Indie Game Nation game jam · Audience Award

Narrative Design Intern — 2022

X&Immersion · narrative design and quest implementation in Unity

Freelance Screenwriter & Script Doctor — 2019 – 2022

Screenplays, script doctoring, rewrites, translation, storytelling mentoring · Lyricist for Barbara Pravi

OFF SCREEN

DJ on the side, purely for the love of it, in Tel Aviv and abroad. Hiking, volunteering, farming.