

David Dinkevich

+972-51-533-0197 | david.dinkevich@gmail.com | daviddinkevich.github.io

Generative AI researcher focused on image and video models.

Experienced in modifying deep learning architectures and co-authored research under review.

Focused on improving consistency, controllability, and expressiveness in visual generation systems.

Education

2025 – present Hebrew University, Computer Science (PhD)

- Advised by Dr. Dani Lischinski. Researching post-training techniques for video diffusion models.

2023 – 2025 Hebrew University, Computer Science (MSc)

- GPA: 93.6
- Advised by Dr. Dani Lischinski. Researched generative models for visual storytelling.

2019 – 2023 Bar-Ilan University, Computer Science (BSc)

- GPA: 92.4 (cum laude)

Publications & Projects

2025 – “Story2Board: A Training-Free Approach for Expressive Storyboard Generation.”

David Dinkevich, Matan Levy, Omri Avrahami, Dvir Samuel, Dani Lischinski

(Under review)

- Introduced a novel training-free method for generating storyboards using diffusion models
- Proposed *Latent Panel Anchoring* and *Reciprocal Attention Value Mixing*, enabling character consistency across frames without retraining.
- Created a storyboard benchmark and scene diversity metric to evaluate storyboard expressivity.
- Achieved state-of-the-art balance between layout diversity, background richness, and identity coherence; preferred by users over leading baselines in a 500-task user study.
- Project page: daviddinkevich.github.io/Story2Board

2025 – Training-Free Consistent Character Generation using LTX-Video

Project with Omri Avrahami, Matan Levy, Dani Lischinski

- Repurposed a video diffusion model (LTX-Video) to generate a set of images showing the same character across different prompts by leveraging its temporal consistency priors.
- Designed a custom *chunked attention mechanism*: split 3D latent space into temporal segments, each cross-attending to a unique prompt while retaining full 3D self-attention within each chunk.
- Enabled character consistency by restricting cross-chunk attention to shared concept tokens.
- Used high dropout for early denoising steps to promote pose variation.

Experience

2022 – 2023 Software Engineer, Check Point Technologies

Scalable Infrastructures Team, 60% position

- Developed and maintained code for distributed firewall management platform (Maestro)
- Implemented protocol that enabled parallel download of settings for multiple firewalls distributed across separate computers, resulting in a 3x increase in download speed
- Maintained OS update subsystem; enhanced UI for better user experience
- *Technologies*: C++, C, Python, Git, Linux, Bash, TCL

2020 – 2021 University Tutor for Students of Haredi Background, Bar-Ilan University

- Taught 1st year students the basics of Python, C, data structures, helped complete projects

Skills

ML & Research Focus: Image/Video Diffusion Models, Post-Training Techniques

Models Worked With: Flux, StableDiffusion, LTX-Video, CLIP, LLaVA, CogVideoX, SAM2, DINOv2

Frameworks & Libraries: PyTorch, Diffusers, Hugging Face, Accelerate, OpenCV, Scikit-Learn

Programming & Tools: Python, C++, C, Git, Linux, Bash

Languages

English: native **Hebrew:** fluent