

Nathalie Mathé

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Virtual Reality Experience Designer and Supervisor

- 2 years' experience in VR, 12 years in CG animation & visual effects, 10 years in interactive media
- Design, Compositing, stereo, stitching, matte painting, 3D projections, texturing, concept art, layout
- Nuke • Ocula • Maya • Photoshop • Mari • After Effects • TouchDesigner • Processing

EXPERIENCE

VIRTUAL REALITY CONSULTANT

12/15-present **VR EXPERIENCE DESIGN AND POST-PRODUCTION**, Berkeley, USA

- I work with clients in designing and creating immersive experiences from start to finish, and in using cutting-edge production tools and pipeline for VR.
- My involvement ranges from specific creative and technical consulting to full end-to-end production, using existing talents and equipment, or helping train and hire the best team of experienced specialists.

VIRTUAL REALITY SUPERVISOR

07/14-11/15 **JAUNT**, Palo Alto, USA

- **Director of Creative Technology and VR Compositing Supervisor** on “Paul McCartney” VR music video, “The Mission” VR short film (with New Deal Studios), “Jack White” VR music video, “Kaiju Fury” VR short film ([Sundance 2015 New Frontier](#)), “NorthFace” VR extreme sport video, “7 for All Mandkind” VR fashion video.
- Cinematic VR compositing, stitching, fixing stereo, setting up templates and workflow for Nuke VR compositing.
- Designing new tools for creating immersive 360 degrees 3D-stereo video experiences, OculaVR alpha testing.

08/13-04/14 **CONDITION ONE**, San Francisco, USA

- **Lead VFX Compositor** on “Zero Point”, first **Oculus Rift** VR documentary ([Sundance 2015 New Frontier](#))
- Cinematic VR compositing, stitching, setting up templates and workflow for Nuke VR compositing.

DIGITAL VISUAL EFFECTS ARTIST

10/13-04/14 **IMAGE ENGINE**, Vancouver, Canada

- **Senior Matte Painter and Concept Artist** on feature film “Teenage Mutant Ninja Turtles”

01/12-06/13 **DOUBLE NEGATIVE**, London, UK

- **Matte Painting and Environment Artist** on feature films: “Thor: The Dark World”, “Fast and Furious 6”, “Captain Phillips”, “Les Misérables”, “Skyfall”, “The Dark Knight Rises”, “Total Recall”, test pilot “Freak”
- 2.5D mattes projections (Photoshop, Nuke), 3D Mattes (Mari), 2D mattes (Photoshop) for environment creation, extensions, destruction, relighting
- 3D Textures (Mari) for hard surface/organic texturing

2011 **MAC GUFF LIGNE**, Paris, France

- **Matte Painting Artist** on feature films “Rebellion”, “A happy Event”, and commercials

CG ANIMATION ARTIST/SUPERVISOR

- 2007-2010 • **Texture Artist** on feature film “**Dragons’ Hunters**”, test pilot of Disney feature film “**Planes**”, and broadcast series “**Pat and Stanley**” (**MAC GUFF LIGNE**); on series pilot “**Angelo Rules**” (**TEAMTO**); and on commercials (**DEF2SHOOT**), Paris, France
- 2004-2008 • **Layout Supervisor** on broadcast animation series “**Mikido**” (**METHOD FILMS**); “**MootMoot**” (**BIBO FILMS**); and “**MissBG**” (**DEF2SHOOT**), Paris, France
- 2007-2009 • **Layout Artist** on broadcast series “**Little Prince**” (**METHOD FILMS**); “**Wakfu**” (**ANKAMA**); test pilot “**Kaelou**” and commercials (**CUBE**), Paris, France
- 2006 • **Modeling Artist and Animator** on animated feature film “**Persepolis**” (**BIBO FILMS**), Paris, France (**Cannes Film Festival 2007 Jury Price**)

SHORT MOVIE DIRECTOR

- 2007-2011 • Development of short experimental video “**Wallada**” (6’), and animated short “**Maskarad**” (15’), **HAIDOUK FILMS**
- 2004-2005 • Promotional 3D/video clip “**Krizalid**” (30’’), **KRIZALID ARTISTS ASSOCIATION**
- 2003 • 3D animation clip “**Le Gôûter**” (15’’), **MY LOUNGE** / TFI Youth Programs
- 2002 • 2D/3D animation short film “**Voiceless Child**” (4’), **CNBDI-LIN**/ BeTV (2005)
- 1996-1998 • Video documentaries, **VISION AND VOICES PRODUCTIONS**, Mountain View, CA, USA
- Bi-monthly TV show “**Off Hollywood**”, Palo Alto Public Access TV, CA, USA

COMPUTER SCIENTIST AND PROJECT MANAGER

- 1999- 2000 • **Senior Research Scientist in Education and Creative Media**, **EURISCO** (European Institute of Cognitive Sciences and Engineering), Toulouse, France
- 1998- 1999 • **Director of Digital Town European project**, **District of PARTHENAY**, France
 - Coordinated and managed project at the local and international levels, as part of the European IMAGINE project, developing innovative public Internet applications in medium-size towns
- 1991- 1998 • **Research Scientist and Group Lead**, **Advanced Interaction Media Group**, Computational Sciences Division, **NASA AMES RESEARCH CENTER**, Mountain View, CA, USA
 - Co-developed on-line documentation system for Space Shuttle operations at Houston Mission Control Center; Received **NASA Team Achievement Award (1996)**
 - Developed and conducted research on WWW tools for bookmarks sharing, **NASA patent released**

EDUCATION

- 2011 **MARI AND NUKE, on-line classes**, **FXPHD**
- 2000 - 2002 **MASTER OF ART IN EUROPEAN MEDIA, major in 2D-3D Animation**
UNIVERSITY OF PORTSMOUTH, UK and **CNBDI**, DIGITAL IMAGE DEPARTMENT, France
- 1995 - 1997 **VIDEO ARTS CERTIFICATE**, **UNIVERSITY OF CALIFORNIA** SANTA CRUZ EXTENSION, CA
- 1987 - 1990 **PHD IN COMPUTER SCIENCE, major in Artificial Intelligence and Man-Machine Interaction**,
NATIONAL SCHOOL OF SPACE AND AERONAUTICS, Toulouse, France

ADDITIONAL INFORMATION

- VES, ADC and SIGGRAPH Member
- French citizen – eligible to work in the US (Green Card)
- Interviews: [3D Total, July 2015](#); [CG Society, July 2015](#); [3D Total, April 2014](#); [CG Channel, March 2014](#)