

Nathalie Mathé

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Virtual Reality Creative Director and Supervisor

- 4 years experience in VR, 12 years in CG animation & visual effects, 10 years in interactive media
- Directing, Consulting, Training, Creative Design, Compositing, Stitching, Stereo, Matte Painting
- Nuke CaraVR • Kolor AVP • Mistika • After Effects • Mettler Skybox • Maya • Photoshop • Mari

EXPERIENCE

VIRTUAL REALITY DIRECTOR & CONSULTANT

12/15-present

NativeVR, Berkeley, USA

- Designing and creating immersive experiences with clients: involvement ranges from specific creative and technical consulting to full end-to-end production, using existing talents or helping train and hire the best team of experienced specialists.
- Produced and Created **UTURN**, an award-winning VR experience on gender bias.
- Testing and providing feedback to VR tools companies on cutting-edge creation and pipeline tools.
- Testing and providing expertise to 360 camera companies on new camera rigs design.
- Clients: **Google**, **USPS**, **Chevrolet/Facebook**, Tactic, Ntropic, Laduma, GLG Consulting, SpaceVR, VideoStitch, RealEpicDog, Wildlife Protection Services (WPS)

VIRTUAL REALITY SUPERVISOR

07/14-11/15

JAUNT, Palo Alto, USA

- **Director of Creative Technology and VR Supervisor** on “**Paul McCartney**” VR music video, “**Kaiju Fury**” VR short film ([Sundance 2015 New Frontier](#)), “**The North Face Climbers**” and “**Nepal**” VR sport videos, “**7 for All Mandkind**” VR fashion video.
- Cinematic VR compositing, stitching, fixing stereo, setting up templates and workflow.
- Designing new tools for creating 360 degrees 3D-stereo videos, Nuke CaraVR alpha & beta 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 Miserables**”, “**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

SHORT FILM DIRECTOR

- 2007-2011 • Development of short experimental video “**Wallada**” (6’), and animated short “**Maskarad**” (15’), **Haidouk Films**, France
- 2004-2005 • Promotional 3D/video clip “**Krizalid**” (30’’), **Krizalid Artists Association**, France
- 2003 • Promotional 3D animation clip “**Le Goûter**” (15’’), **My Lounge** / TF1 Youth Programs, France
- 2002 • 2D/3D animation short film “**Voiceless Child**” (4’), **CNBDI-LIN**/ BeTV (2005), Belgium
- 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

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 Prize**)

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, SIGGRAPH, Women in VR member, BAVC instructor