

# Nathalie Mathé

Mob : +1-612-402-9626 (US)

Email : contact@nathaliemathe.com

www.nathaliemathe.com

## Virtual Reality Creative Director and Supervisor

- 5 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 • MistikaVR • 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.
  - 360 Post-Production services: stitching, stabilization, tracking, clean-up, compositing
  - Produced and directed **UTURN**, an award-winning VR experience on gender bias.
  - Professional Training on Kolor AVP, MistikaVR
  - Clients: **Google, USPS, Chevrolet/Facebook**, Tactic, Ntropic, Laduma, GLG Consulting, SpaceVR, VideoStitch, RealEpicDog, Wildlife Protection Services (WPS), World Vision

#### VIRTUAL REALITY SUPERVISOR

- 07/14-11/15**      **JAUNT**, Palo Alto, USA
- **Director of Creative Technology and VR Supervisor** on 30 projects: “**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.

#### VR & SHORT FILM DIRECTOR

- 2016-2017**      • “**UTURN**” (10’), award-winning VR experience on gender bias. **NATIVEVR**, CA, USA ([2017: Jump into VR Fest Winner](#), [Raindance](#), [FIVARS](#), [SFFILM](#), Mill Valley, [2018: SIFF](#), [Colcoa](#), [CIFF](#))
- 2007-2011**      • Development of short experimental video “**Wallada**” (6’), and animated short “**Maskarad**” (15’), **Haidouk Films**, France
- 2004-2005**      • “**Krizalid**” (30’), Promotional 3D/video clip, **KRIZALID ARTISTS ASSOCIATION**, France
- 2003**      • “**Le Goûter**” (15’), Promotional 3D animation clip, **MY LOUNGE** / TF1 Youth Programs, France
- 2002**      • “**Voiceless Child**” (4’), award-winning 2D/3D animation short film, **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

EXPERIENCE (CONT'D)

---

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**)

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
- 1991- 1998        • **Research Scientist and Group Lead**, **Advanced Interaction Media Group**, Computational Sciences Division, **NASA AMES RESEARCH CENTER**, Mountain View, CA, USA

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, Virtual World Society
- Green Card