

Nathalie Mathe

Virtual Reality creator, consultant,
lecturer, and public speaker

Berkeley, CA

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[LinkedIn](#)

[Portfolio](#)

[UturnVR](#)

PROFILE

I am a pioneering Virtual Reality creator and a globally recognized consultant, lecturer, and public speaker. A former NASA AI scientist and visual effects artist, I combine my artistic passion with a solid scientific and technical background to explore new frontiers in Virtual Reality storytelling and embodiment. I am the founder of NativeVR, an independent VR studio in California, where I focus on creating immersive experiences with a transformative and social impact, generating a more diverse and equitable future. Lately I am focusing on developing programs that foster awareness-based and embodied skills for resilient leadership and systemic change.

Skills

Virtual Reality, Spatial
Narrative, Virtual
Production

Creative Design

Consulting

CG Animation & Visual
Effects

Producing & Directing

Project Management

System Thinking &
Embodied Leadership

Curriculum Dev & Curation

Teaching & Training

Public Speaking

Tools

Unity - Unreal

MistikaVR - Nuke - AFX

Maya - Mari

Premiere - Photoshop

Asana - Trello - Shotgrid

Canvas - Blackboard

EXPERIENCE

VIRTUAL REALITY DIRECTOR/PRODUCER & CONSULTANT

NativeVR, Berkeley, USA

2016-now

- Designing and producing immersive experiences for clients: involvement ranges from specific creative and technical consulting to full end-to-end production, hiring external talents or helping train and hire the best team of specialists.
- 360 Post-Production services: stitching, stabilization, tracking, clean-up, compositing
- Produced and directed **"Uturn"**, an award-winning VR experience on gender bias - 2017-2018
- Produced and directed **"Walkin' their Shoes"**, a series of nine VR experience on various discrimination biases for an international corporation (under NDA) - 2019-2020
- Produced **"The FriendVR"** for creative director John Sanborn. Exhibited at **ZKM Center for Art and Media**, Germany - Sponsored by **HTC ViveArts** - 2022
- Clients: **Google**, **USPS**, **Chevrolet/Facebook**, World Vision, Wildlife Protection Services (WPS), Tactic, Ntropic, Laduma, GLG Consulting, SpaceVR, VideoStitch, RealEpicDog

VIRTUAL REALITY SUPERVISOR

JAUNT, Palo Alto, USA

07/14-11/15

Director of Creative Technology and VR Supervisor

- Supervised 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 Mankind"** VR fashion video.
- Cinematic VR compositing, stitching and stereo fix, created templates and workflow.
- Designed new tools for creating 360 degrees 3D-stereo videos, collaborated with The Foundry on Nuke CaraVR alpha & beta testing.

CONDITION ONE, San Francisco, USA

08/13-04/14

Lead VFX Compositor

- Post-produced **"Zero Point"**, first **Oculus Rift** VR documentary (**Sundance 2015 New Frontier**)
- Cinematic VR compositing, stitching, created templates and workflow for Nuke VR.

VR Projects

The Friend VR (2022)
 Series of 9 Unconscious Biases VR videos (2019-2020)
 View from the Mountains (2018)
 Ballet (2017)
 UTURN (2017)
 USPS VR experience (2017)
 Opening new roads (2016)
 Nepal (2015)
 7FAM - Visions of California (2015)
 Climbers (2015)
 Kaiju Fury (2015)
 Jack White (2014)
 The Mission (2014)
 Paul McCartney Live and Let Die (2014)
 Zero Point (2014)

Films

Teenage Mutant Ninja Turtles (2014)
 Thor (2013)
 Fast & Furious 6 (2013)
 Captain Phillips (2013)
 Skyfall (2012)
 Les Misérables (2012)
 Batman: The dark knight rises (2012)
 Total Recall (2012)
 Rebellion (2011)
 A Happy Event (2011)
 Dragons Hunters (2008)
 Persepolis" (2007)

EXPERIENCE (cont'ed)

VR & SHORT FILM DIRECTOR

- 2019-2020 • **"Walkin' their Shoes"**, a series of nine VR films on gender, racial, ethnic and mental health discrimination
- 2018-now • *Developing "Wallada"*, an interactive VR experience based on an Arab-Andalusian poetess life - [Writing Grant from French National Film Fund \(CNC\) 2018](#); [market selections IFFR 2019, VIFF 2019, Stereopsia Booster 2020](#).
- 2016-2017 • **"UTURN"** (10'), award-wining VR experience on gender bias. [NATIVEVR](#), CA, USA [Jump into VR Fest 2017 Winner](#), [nominated Best Experience at Raindance London & FIVARS Toronto](#); other selections [SFFILM](#), [Mill Valley](#), [SIFF](#), [Colcoa Los Angeles](#), [CIFF](#), [La Nuit Blanche Paris](#), [360Film Paris](#), [UN Women](#), etc.
- 2007-2009 • Experimental video **"Maskarad"** (15'), [HAIDOUK FILMS](#), France
- 2004-2005 • Animation video **"Krizalid"** (30"), [KRIZALID ARTISTS ASSOCIATION](#), France
- 2003 • Animation video **"Le Goûter"** (15"), [MY LOUNGE / TF1 Youth Programs](#), France
- 2002 • Animation short film **"Voiceless Child"** (4'), [CNBDI-LIN/ BeTV](#) (2005), Belgium - [Jury's Special Award, Youth Animation Film Festival, Bourg-en-Bresse 2004](#)
- 1996-1998 • Documentary videos, [VISION AND VOICES PRODUCTIONS](#), Mountain View, CA, USA
 • Bi-monthly TV show **"Off Hollywood"**, Palo Alto Public Access TV, CA, USA

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"**
- 2011 [MAC GUFF LIGNE](#), Paris, France
 • Matte Painting Artist on feature films **"Rebellion"**, **"A happy Event"**, and ads

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
- 2007-2009 • Layout Artist on broadcast series **"Little Prince"** ([METHOD FILMS](#)); **"Wakfu"** ([ANKAMA](#)); test pilot **"Kaelou"** and commercials ([CUBE](#)), Paris, France
- 2004-2008 • Layout Supervisor on broadcast animation series **"Mikido"** ([METHOD FILMS](#)); **"MootMoot"** ([BIBO FILMS](#)); and **"MissBG"** ([DEF2SHOOT](#)), Paris, France
- 2006 • Modeling Artist and Animator on animated feature film **"Persepolis"** ([BIBO FILMS](#)), Paris, France - [Cannes Film Festival 2008 Jury Price](#)

Education

MITx AND PRESENCING INSTITUTE

2021-22

ULAB 1 & 2, Leading awareness-based systemic change

COACHES RISING 2021

NEUROSCIENCE OF CHANGE & THE POWER OF PRESENCE, embodied and transformative leadership training

EDUCAUSE 2021

Leading XR Initiatives: Privacy, Security & Ethics

LINDA, EPIC GAMES, CGPRO

2020-22

UNREAL & VIRTUAL PRODUCTION, on-line classes

UDEMY 2018

UNITY, on-line classes

FXPHD 2011

MARI AND NUKE, on-line classes

UNIVERSITY OF PORTSMOUTH, UK & CNBDI, France 2000 – 2002

MASTER OF ART IN EUROPEAN MEDIA, major in 2D-3D Animation

UC SANTA CRUZ EXTENSION, CA 1995 – 1997

VIDEO ARTS CERTIFICATE, Level II

NATIONAL SCHOOL OF SPACE AND AERONAUTICS, Toulouse, France 1987 - 1990

PHD IN COMPUTER SCIENCE, major in Artificial Intelligence

Prof. Assoc.

VES

IGDA

SIGGRAPH

Women in VR

Virtual World Society

EXPERIENCE (cont'ed)

LECTURER/PROFESSOR

UC BERKELEY UNIVERSITY, Berkeley, CA

2018-2022

Invited Speaker and Lecturer

- Curated, co-hosted, and taught "AI & Gaming", and "VR & Metaverse" workshops.
- Organized and led diversity workshops around UTURN VR Experience screening.

WESTPHAL COLLEGE, DREXEL UNIVERSITY, Philadelphia, PA

09/2019-01/2022

Assistant Professor of VR & Immersive Media, MS Program Director,

- Created new grad courses on "VR Narrative" and "Designing in VR", taught in person and online, taught undergrad courses on Compositing and advised Senior capstone projects.
- Lead graduate and PhD students recruitment, taught Master Thesis development course, supervised master program curriculum revisions, member of the Grad Research Council.

OCULUS FACEBOOK, Menlo Park, CA

06-10/2018

VR/360 Film Coach

- Coached participants in the Launchpad Program: presented a one hour lecture at the start bootcamp, gave 6 online lectures on storytelling and 360 video production, provided individual coaching on a weekly basis on participants projects.

BVAC (Bay Area Video Coalition), San Francisco, CA

11/2016-05/2018

VR/360 video Lecturer

- Beginner and intermediate 360 Post-Production 1-2 days workshops. Curriculum includes post-production workflow, stitching and editing 360 footage.

AAU (Academy of Art University), San Francisco, CA

07/2016-05/2017

VR/360 video Lecturer

- Beginner and intermediate 360 Production classes. Curriculum includes exploring immersive storytelling techniques, hands-on experience with different camera rigs, stitching and editing, final projects critics, grading.

COMPUTER SCIENTIST/PROJECT MANAGER

EURISCO (European Institute of Cognitive Sciences and Engineering), France

1999- 2000

Senior Research Scientist in Education and Creative Media

- Curated and organized the national **Education 2000 Conference**, in cooperation with France Telecom, to promote innovative educational projects and tools which support students and teachers creative thinking and expression using interactive media technology.

District of PARTHENAY, France

1998- 1999

Director of Digital Town European project

- Coordinated and managed project at the local and international levels, as part of the **European IMAGINE project**, developing innovative public and civic Internet applications in medium-size towns

Computational Sciences Division, NASA AMES RESEARCH CENTER, CA, USA

1991- 1998

Research Scientist and Advanced Interaction Media Group Lead

- Co-developed the first on-line documentation system for Space Shuttle operations at Houston Mission Control Center; Received - [NASA Team Achievement Award \(1996\)](#)
- Developed and conducted ML/AI research on WWW tools for bookmarks sharing - [NASA patent released in 2003](#)
- Organized The Int. Conf. on **Human-Machine Interaction and AI in Aerospace**, the NASA-wide **Electronic Documentation Workshop**, the NASA Human-Centered Computing Seminar series.