

# karenvanderborght

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www.tekaren.com

## what I do

Creative Director/DOP/Consultant  
interactive, VR/AR

Authenticity rules, what's your story?  
Turning things around upside down  
and inside out is my thing.  
There is life before death,  
let's co-create.

## communication skills

**Storytelling** (linear and interactive).  
Listening to and **empathize** with  
stakeholders & collaborators.  
**Team Player/Leader**, you choose.  
**Inspire** people  
to make their best work.  
**Public speaking** & discussion.

## business skills

Research, generate & sculpt **ideas**.  
**Envision & design** brand concepts  
that match business goals.  
**Innovation** by **strategic thinking**.  
Entertain and **charm clients**.  
**Project Management**,  
timely deliveries within the budget.

## work experience (favorites)

### freelance 2014-2018

UN-IOM, **Holding On**, Creative Director, Consultant of VR experience and exhibit

UN/Eyesteel, **Big Picture**, Co-Director/DOP of VR film on humanitarian data  
World premiere at 2018 World Economic Forum in Davos

**Souris Mini**, Director/DOP, Consultant, 360 web VR shop

NFB, Toronto, Creative Director on a number of interactive and VR projects  
including "**Thank you for Playing**" *Numix Award nominee*  
and prototype of "**Ocean School**", educational VR project *Webby Award Nominee*

UNIS TV, **Balade à Toronto**, DOP, editor of VR-360 music videos

Radio Canada/Version10, **Les Pays d'en Haut VR**

Director/DOP/editor/Consultant of interactive VR-360 historic drama *Numix Award Nominee*

### University Contract Lecturer 2017 - present

Ryerson University, FCAD - integrated digital  
OCADU - Digital Futures

**Before VR/AR:** 10 years of broadcast and documentary experience

## off work

**Media artist:** Grey Matter AR  
**Speaker:** MIT, idocs Bristol,...  
**Writer:** Virtual reality pop  
**Tinkerer:** Hackothons, game jams.  
**Volunteer:** DMG, Hand Eye Society,  
2 rad indie art game organisations.

## technical/design skills

**Adobe Creative Suite**  
video, photo, graphics & motion.  
**VR/AR/360**  
capture, stitching (Mistika VR),  
editing, grading, compositing.  
Basic Unity, Blender, A-frame &  
expert Lens Studio skills .  
**Prototyping.** Functional mock-ups,  
creating VR inside VR.

## interests

New technology, future possibilities,  
electronic music, graphic novels,  
video games, code art, martial arts (aikido),  
Travel - I wonder as I wander.

## education

### 1994

LUCA School of Arts, Brussels, BE  
MFA, Master in Audiovisual Arts.

### 2006-present

OCADU continuing studies  
Game design with Unity.  
Interactive narrative development.  
**Vidéographe, QC.**  
Visual programming with pure data.

## languages

Expert: English, French, Dutch.  
Basic: German.

Notions of HTML, CSS, A-frame, C#