

karenvanderborght

www.tekaren.com _____ contact@tekaren.com _____ cell. 647.896.1697

Creative Director - 360 DOP - Consultant - interactive - VR/AR

Authenticity rules, what's your story? Turning things around, upside down and inside out to make an impact.

communication skills

Storytelling (linear and interactive).

Listening to and **empathize** with stakeholders & collaborators.

Team Player/Leader.

Inspire people to make their best work.

Public speaking & discussion.

Languages: English, French, Dutch, German

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.

technical/design skills

Adobe Creative Suite:

video, photo, graphics & motion.

360 video: capture, stitching, editing, grading, compositing.

VR/AR: Basic Unity, Blender, A-frame & expert Lens Studio (Snapchat) skills

Prototyping: Functional mock-ups.

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

freelance 2014-2019

Ontario Science Center, **The Mind**

UN-IOM, **Holding On**

UN/Eyesteel, **Big Picture**

NFB (National Film Board Canada)

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

University Contract Lecturer

Before VR/AR

education

MFA, Master in Audiovisual Arts

LUCA School of Arts, Brussels, BE,
1994.

Game design with Unity, 2019
Interactive narrative development, 2017
OCADU continuing studies

Google Analytics, Credly accreditation
Camp Tech, 2015

Visual programming with pure data.
Vidéographe, QC, 2006

work experience

Creative Director, 360 DOP, Consultant of stand-alone VR exhibit.

Creative Director, Consultant of 360 film series and pop-up VR exhibit.

Co-Director/DOP of VR advocacy film on humanitarian data.
World premiere at 2018 World Economic Forum in Davos.

Creative Director on a number of interactive and VR projects including
"Thank you for Playing" (Numix Award nominee) and the prototype of
"Ocean School", educational VR project (Webby Award Nominee).

Director/DOP/editor/Consultant of interactive VR-360 historic drama
(Numix Award Nominee).

Ryerson University, FCAD - integrated digital (2017-2018).
OCADU - Digital Futures (ongoing).

10 years of broadcast and documentary experience, as a director, DOP and editor.

off work

Media artist: Grey Matter AR,
an augmented reality exhibit,
now touring international festivals

Speaker: MIT, idocs Bristol,...

Writer: Virtual reality pop on Medium.

Tinkerer: Hackothons, game jams.

Volunteer: DMG, Hand Eye Society,
2 indie art game organisations.

interests

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

Currently experimenting with
volumetric video (depthkit),
AR spatial sound design,
motion and facial capture.