karen**vanderborght**

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www.tekaren.com

principal skills

Creative Director - UX Designer
- Consultant - 360 video DOP
interactive, VR/AR

I am a thinker who tinkers playfully
with new technology, focussing on
human-centered design. My goal
is to bring back a sens of wonder
through captivating content & style.

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.
Link the creatives with the coders.

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

VR/AR contracts 2014-2019 (selection)
Ontario Science Center, MindWorks/The Dinner - Director/DOP, editor VR exhibit

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

Souris Min - Director/DOP, editor, 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

UNIS TV - Balade à Toronto - Director/D)P, editor of VR music videos

Radio Canada/Version10, Les Pays d'en Haut VR
Director/DOP, editor of interactive VR historic drama (Numix Award Nominee)

University Contract Lecturer
Ryerson University, FCAD - integrated digital
OCADU - Digital Futures

2014 Before VR/AR: 10 years of broadcast and documentary experience

after work

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

technical/design skills

Adobe Creative Suite
video, photo, graphics & mzhotion.
VR/AR/360 video
capture, stitching (Mistika VR),
editing, grading, compositing.
Basic Unity, Blender & expert
Lens Studio, Spark AR skills
Prototyping. Wireframing.
User story maps. Functional mock-ups.
Creating VR inside VR.

education

1994
LUCA School of Arts, Brussels, BE
MA, Master in Audiovisual Arts.
First prize, experimental class.

2006-present
OCADU continuing studies
UX certificate
Game design with Unity
Interactive narrative development.

interests

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

languages

Expert: English, French, Dutch
Basic: German

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