

**KAREN
VANDERBORGH**

tekaren.com

contact@tekaren.com

cell +1-647-896-1697

EXPERIENCE DESIGNER - INNOVATION COACH - XR CONSULTANT - EDUCATOR

DESIGN

UX/UI
Interaction
UX auditing
QA
Storytelling
Story Mapping
Storyboarding
Wireframes
Mock-up
Prototype
Play Testing
Narrative
Game
Installations
VR, AR
Mixed Reality
Social AR
3D
Photography
Video editing
Motion Design
Video editing
Animation

TOOLS

Figma
Photoshop
Illustrator
Premiere
After Effects
Animator
Dimension
Aero
Blender
Spline
Shapes XR
Gravity Sketch
HTML/CSS
A-frame
Lens Studio
Spark AR
Effect House
Unity
Unreal
Arcweave
ClickUp
Basecamp
Trello

CAREER SUMMARY

1996-2006 Technical coordination and curation of multimedia events

Main Clients: Argos Gallery, Cinema Nova, Stuk, Ten Weyngaert (BE)

2007-2013 Creative Direction. Videography. Motion Design.

Documentary, fiction, animation. Broadcast TV (Radio-Can, CBC, TFO, Télé-Qc.)

RECENT EXPERIENCE HIGHLIGHTS

2023 Raaralab * Nuville (personal project)

Co-founder, Creative Director and Game designer

Augmented walking game for smartphones blending digital and physical play. Personal project funded by the Canada Arts Council and Myuseum of Toronto.

2022 Jam 3 of America * Holo One | Sphere

UX researcher and designer, interaction designer

Mixed reality immersive collaboration software. Researched and audited the UX/UI to co-design a more intuitive experience for various industry use cases. 11-week Design sprint.

2022-2021 Creo Inc * La Grande Quai

XR creative director and consultant, motion designer

Permanent augmented exhibit. Co-wrote the script. Produced the virtual tours including 360 captures and motion design.

2021 CFC Media Lab & University of Toronto * Fiery Sparks of Light

Creative Director, interaction designer

Augmented reality app for iOS and Android for the Frankfurt Book Fair. Creative lead on the bespoke AR experience consisting of volumetric captures of renown Canadian poets, including Margaret Atwood.

2021-2020 Creo Inc * Circuloza

VR creative and consultant

Gamified visit of the circus arts collection of the Tohu, Montreal for a youth audience. Co-wrote the script. Captured and edited the virtual tour.

OTHERS SKILLS

Motion capture, Volumetric Video, interactive fiction, interactive video, AI co-creation, photogrammetry.

Team player. Team Leader. Creative, calm, driven, dedicated, reliable, respectful, adaptable, resourceful.

EDUCATION

2023

Certificate UX/UI for gaming
elvtr

2020

Certificate in User Experience (UX) Design and Development Skills
OCADU continuing studies

2019

Game design with Unity
OCADU continuing studies

2017

Interactive Narrative Development,
OCADU continuing studies

1994

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

TEACHING AND MENTORING

2024-2021 Scale Up, Oya Black Arts Coalition

Lead of Prototype Design and Development. Design Mentor. Leading 3 cohorts of black creators to produce a functional VR or AR prototype for Meta Quest 2.

Present-2017 Atelier III, Digital Futures, OCADU

VR design and development, focused on story worlds and playfulness.

2020-2020 School of Design, George Brown College

AR interaction design. Design and Information history.

LANGUAGES English, French, Dutch, German.

Refer to my [Linkedin profile](#) for a detailed career overview