Natalie Van Maerssen

EDUCATION

Bachelor of Science in Computer Science, Santa Clara University (2020)

Bachelor of Arts in Philosophy, Santa Clara University (2020)

WORK EXPERIENCE

Virtual Reality Developer and Research Assistant

Santa Clara University, Imaginarium · September 2017 – June 2020

➢ Collaborated with various departments to create educational virtual reality experiences designed to enhance students' learning

➢ Mentored and assisted students with Unity, Autodesk Maya, or any other software they would need to develop their own virtual reality projects

Researcher and Graphic Designer

Aromyx Corporation · September 2019 – April 2020

➢ Researched for and developed graphical elements for the company's app, which aims to better understand different products' flavors and odors

Virtual Reality Independent Contractor

Gift of Life Marrow Registry · June 2020 – September 2019

➢ Filmed (with Gear 360) and fully developed virtual tour of an entire stem cell donation to help donors feel at ease during their own donation

➢ Simulation immerses viewers in a 360 video of the donation process so they know exactly what to expect. It also takes them on a roller-coaster-like animated ride through the apheresis machine itself to clarify how their stem cells are collected, and how each donation can save a life

Peer Educator for Professor Takeshi Moro

SCU, Art & Art History Department · January 2019 – March 2019

➢ Peer Educated for a course in which students volunteered at Yu-Ai-Kai Japanese senior home in San Jose, CA, and interviewed some of the seniors to learn their stories

➢ Assisted students with Adobe Premiere, Unity, and creating a cohesive virtual reality experience to accurately share the seniors' stories

Service and Social Justice Coordinator

SCU, Christian Life Community Club · September 2017 – June 2018

➢ Coordinated volunteers and events including weekly after-school tutoring at Luther Burbank School in San Jose, CA, collaborating with the Boys and Girls Club, and working with Vinnies Santa Clara to make sandwiches for the underserved

Information Technology Summer Intern

Gift of Life Marrow Registry · June 2017 – August 2017

➢ Helped the IT department with day-to-day business of the company, such as creating virtual hard drives with VHD and VHDX, or using basic DOS commands to pinpoint malfunctions in the office computers

CONTACT

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SKILLS

Unity

Maya

3D Modeling

Particle Effects

Adobe Illustrator

Adobe Photoshop

Adobe Premiere

Substance designer

Substance painter

Github/Git bash

C#

C++

VR development

Fluent in Spanish, English, and French

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PROJECTS

VERSE
SCU, Imaginarium and English Department · January 2019 – June 2020
- ➢ Accurately reconstructed an Elizabethan theater based primarily on Shakespeare's Globe in London for the university's English department and Shakespeare courses
- ➢ 3D model made with Maya, textures with Substance Designer and Substance Painter, and project run in Unity

aVResis
Gift of Life Marrow Registry · June – September 2019
- ➢ This experience aims to show donors exactly what a stem cell donation is like
- ➢ Video filmed with Gear 360, models made in Maya, and project compiled in Unity

TAVRN
September 2017 – June 2018
- ➢ Created a medieval wizarding game in virtual reality with three other students
- ➢ Innovated on the modern, 2D menu in most games by creating an interactive and immersive tavern as our menu. From the tavern, users can choose to race through an obstacle course on brooms in our medieval town, or spell-duel in the arena
- ➢ Responsible for all particle effects, the town's and duel's terrains and layouts, and some scripting

Offworld
January – June 2019
- ➢ Worked with seven other students to develop a virtual reality cyberpunk space-racer game
- ➢ Primarily responsible for 3D modeling the ships users could choose from, texturing them, texturing the stars and planets, and all particle effects

Trivial Pursuit
April – June 2018
- ➢ Collaborated with two other students to make this short film
- ➢ 3D modeled main character and one bandit, created terrain and lighting, scripted scene manager and cut audio in Audacity to fit scenes properly. Also made the title, black out, and credits scenes, and helped with camera animations in some of the other scenes

Taiko San Jose
April – June 2018
- ➢ Interviewed Taiko group in San Jose with two other students to learn more about the history of Taiko in the US, and to create a virtual reality experience that would digitally tell Taiko's story
- ➢ Primarily responsible for filming the 360 videos and tying them together into a cohesive Unity project

Flame Runner
June – July 2018
- ➢ Created a 2D maze runner with ten different levels and multiple obstacles (e.g. flames that weaken/strengthen your light, spontaneous showers that dim your light, etc)
- ➢ User plays as a small flame and needs to find the end of the maze before their light runs out

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AWARDS

Benjamin A. Gilman International Scholarship

August 2018

➢ Awarded grant by the U.S. Department of State's Bureau of Educational and Cultural Affairs, assisted by the Institute of International Education, to study at the Vrije Universiteit in Amsterdam for a semester

First place in "Imagine That!" contest for TAVRN

June 2018

➢ Students were given one year to develop a virtual reality experience in teams. TAVRN won first place for its excellence in design and creativity