

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 Head Lab Assistant

Santa Clara University, Imaginarium • September 2017 – June 2020

- Collaborated with various departments to create educational virtual reality experiences designed to enhance students' learning, in and out of the classroom
- Mentored and assisted students with Unity, Maya, Substance, or any other software they might need to develop their own virtual reality projects

Researcher and Graphic Designer

Aromyx Corporation • September 2019 – April 2020

- Researched for and developed 2D graphical elements for the company's app, which aims to better understand different products' flavors and odors and how they affect what products consumers prefer

Virtual Reality Independent Contractor

Gift of Life Marrow Registry • June 2019 – September 2019

- Simulation immerses viewers in a 360 video and animation of a stem cell donation process, required for patients with leukemia and other blood-borne illnesses. It also takes them on a roller-coaster-like animated ride through the apheresis machine itself to clarify how donors' stem cells are collected and separated from other blood components
- Filmed donation center experience with Gear 360 and fully developed virtual tour of the entire stem cell collection so donors know exactly what to expect

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. Students fostered relationships with the seniors and eventually interviewed them to learn their stories and share them through VR
- 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 all club volunteers and service events, including weekly after-school tutoring at Luther Burbank School in San Jose, CA (in collaboration 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

- Assisted IT department with the day-to-day operations of network infrastructure maintenance. Researched and troubleshooted issues with Windows 10 desktops, Server 2012 R2, and network connectivity. Also assisted in creating virtual machines within a Hyper-V environment and the setup of new users within Active Directory. Some of the tools used include, but are not limited to, Hyper-V Management console, Event Viewer, DOS, and VNC

WEBSITE

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CONTACT

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SOFTWARE

Unity

Autodesk Maya

Adobe Illustrator

Adobe Photoshop

Adobe Premiere

Substance Designer

Substance Painter

Github/Git Bash

C#

C++

SKILLS

VR development

Oculus Rift

Oculus Rift S

Oculus Quest

Particle Effects/VFX

3D Modeling

UV unwrapping

Creating and applying

textures to 3D models

Fluent in Spanish, English,
and French

PROJECTS

VERSE

SCU, Imaginarium and English Department · January 2019 – June 2020

- 3D modeled and textured accurate architectural model of an Elizabethan theater based primarily on Shakespeare's Globe, and scripted an educational tour of the theater in VR
- 3D model made with Maya, textures with Substance Designer and Substance Painter, and project run in Unity
- VERSE (Virtual English Renaissance Stage Experience) is used in the university's English department presentations and various Shakespeare courses

aVResis

Gift of Life Marrow Registry · June – September 2019

- This virtual reality experience takes users through a full apheresis stem cell donation, including a tour of the donation center (360 video) and an animated roller-coaster like ride through a 3D modeled apheresis machine
- Video filmed with Gear 360, models made in Autodesk Maya, and project compiled in Unity

TAVRN

September 2017 – June 2018

- Created a medieval wizarding game in virtual reality with the help of three other students. The game received first place in the *Imagine That!* competition for its beautiful scenery and ingenuity
- 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 environment, lighting, and some scripting

Offworld

January 2019 – 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, creating the environment, and all particle effects

Trivial Pursuit

April 2018 – June 2018

- Collaborated with two other students to make this short film about bullying
- 3D modeled main character and one bandit (both robots), 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 2018 – 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 2018 – 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

AWARDS

Benjamin A. Gilman International Scholarship

August 2018

- Awarded this nationally competitive scholarship to study computer science and philosophy at the Vrije Universiteit in Amsterdam during the 2018 fall semester
- The Gilman Scholarship is congressionally funded and sponsored by the Bureau of Educational and Cultural Affairs at the U.S. Department of State, and administered by the Institute of International Education

First place in “Imagine That!” contest for TAVRN

June 2018

- Students were given one academic year to develop a virtual reality experience in teams of four. Our project, TAVRN, won first place for its beautiful environments, excellence in design, and creativity