

GERARDUS SILVESTER SLEE

I am an architect, creative concluder, spatial prototypist, software developer, it consultant, musician, artist and teacher.

A multilingual architecture student of the university of cape town and the university of the free state from a Multicultural society with a vast skill set, and passion for all creative problem solving and design.

My last two years were dedicated to running a virtual reality start-up developing games and software for architects and engineers.

I love integrating new technologies and optimizing workflows and have an ability to inspire those around me. I am looking to work with people who want to drive change and alter the digital landscape.



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EMPLOYMENT

TENEBRIS LAB

2016 - CURRENT

FOUNDER, CEO AND BOARD MEMBER

DEVELOPED OUR OWN SOFTWARE FOR VIRTUAL AND AUGMENTED REALITY

IXPERIENCE [VR LECTURER]

2017 - CURRENT

HEAD TEACHER FOR VR COURSE

SAOTA ARCHITECTS [ARCHITECT AND VR SPECIALIST]

2015 - 2016

HEADED UP THE VR DEPARTMENT AND INTEGRATED

DIGITAL SOLUTIONS INTO THE WORKFLOWS OF ARCHITECTS

SLEE: SPATIAL PROTOTYPING AND VISUALISATION

2011-PRESENT

PART-TIME SPATIAL PROTOTYPING AND CREATIVE CONSULTING

GMP-ARCHITEKTEN : BERLIN, DE [ARCHITECT AND LEAD ANIMATION ARTIST]

2011 -2012

DESIGN, RAPID PROTOTYPING ,FLY THROUGH AND ANIMATIONS

EDUCATION

UNIVERSITY OF THE FREE STATE

MASTERS OF ARCHITECTURAL STUDIES (PROFESSIONAL) : 2014

UNIVERSITY OF THE FREE STATE

BACHELOR OF ARCHITECTURAL STUDIES HONOURS : 2013

UNIVERSITY OF CAPE TOWN

BACHELOR OF ARCHITECTURAL STUDIES : 2008 - 2010

MICHAELHOUSE, HIGH SCHOOL

HIGH SCHOOL : 2002 -2006

SKILL SET

PC ●

MAC ●

BEGINNER FAMILIAR PROFICIENT EXPERT MASTER

UI DESIGN

DESIGN
WIREFRAMING
ADOBE SUITE



SPATIAL

DESIGN
3D MODELLING
PHOTOGRAMMETRY
RENDERING



GAME ENGINES

UNITY 3D
UNREAL ENGINE



CODING LANGUAGES

JS
C#
HLSL



MANAGEMENT



LANGUAGES

ENGLISH
AFRIKAANS
GERMAN



PROJECTS

2019 - ASTEROID MINDER - VR PROCEDURAL SPACE MINING GAME [Personal Project] <https://youtu.be/TKsdLw3zL3s>
2017 - LUX WALKER - INSTANT VR WALKTHROUGHS FOR ARCHITECTURE[LEAD DESIGN and CODE] www.luxwalker.com
2016- TENEBRIS GAME JAMS - IN HOUSE GAME JAMES TO CREATE VR INTERACTIONS [DIRECTOR + DEV] <https://tenebrislab.com/games/>
2015 - LIVE NORMAL - REAL TIME TEXTURING TOOL [Personal Project] <https://tenebrislab.github.io/livenormal/>

PUBLICATIONS

2014 - JOINT EXHIBITION AT OLIEWENHUIS ART MUSEUM, BLOEMFONTEIN
-EXHIBITION OF ALL WORK DONE BY MARCH STUDENTS WITH DESTINCTIONS IN
EITHER DESIGN, TECHNICAL RESOLUTION OR THEORETICAL DISCOURSE

2012 - DEZEEN | ARCHDAILY [SPORTS CONCERT COMPLEX, BAKU]
[AVAILABLE: [HTTP://GOO.GL/ZY7BS8](http://goo.gl/ZY7BS8)]
- 8 MONTHS FROM DESIGN TO OPENING OF 20 000 SEATER CONCERT HALL.
- DESIGN TEAM, VISUAL SCHEDULING

2012 - ARTFLOW MAGAZINE [PERSONAL INTERVIEW]
[AVAILABLE: [HTTP://GOO.GL/X4OI2B](http://goo.gl/X4OI2B)]

AWARDS

2012 - ONCF MOROCCAN RAIL COMPETITION GMP ARCHITECTS [RUNNER UP]
2011 - TWINMOTION VISUALISATION AWARD
2010 - DES BAKER ARCHITECTURAL AWARD [SECOND RUNNER UP]

PERSONAL INTERESTS

I have been heavily focused on Virtual Reality and Augmented Reality using any tools and languages available to me. I love exploring new technologies. I am constantly creating prototypes of ideas and integrating API's in creative ways.

My Architecture background means that I have an ability to take concepts through to completed products using a design orientated approach. I am very fluent in c# and uxdesign as well as management of a team. Being a board member and founder of my start up means I know how to deal with stress and how to translate instructions and progress between all parties involved with a business.

I have taken concepts from design phase through deployment on multiple platforms.

I am an early adopter of technology and love to explore software development, constantly on the hunt for new tools and Human Interface devices that bridge the gap between design and technology.