



# Mathieu VENOT

1 Allée Murillo  
44300 Nantes FRANCE

+336 79 33 64 10  
contact@mathieuvenot.com

Naval Architect Engineer, MSc  
Architect, MArch  
Born September 30, 1990

## Education

- Advanced Master's degree in Marine Engineering, Naval Architecture and Offshore {MSc} 2018  
*Ecole Nationale Supérieure de Techniques Avancées Bretagne* (Brest)  
- Ship Design profile, Double degree with the ENSA Paris La Villette (Paris)  
IMANO 2018 SD - Naval Architecture DPEA
- Master's degree of Architecture {MArch} 2016  
*Ecole Nationale Supérieure d'Architecture de Paris Malaquais* (Paris)  
- Digital Knowledge department, with the Arts et Métiers ParisTech (Paris)  
Materials & Additive Manufacturing module
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## Experience

- Naval Architect Engineer / Mathieu Venot (Nantes) May 2013 - Now  
Naval Architecture, Marine Engineering, Generative Design & Interactive Rendering
- Naval Engineer / L2O Naval (Lorient) December 2018 - Now  
Marine Engineering & Naval Architecture
- Co-founder / Dixie Lab (Paris) October 2015 - March 2019  
Virtual Reality & Digital Architecture
- Intern / Engineering School of Advanced Technologies of Brittany (Brest) April 2018 - August 2018  
"Nemo" Grasshopper plugin for Ship Design
- Workshop Leader / Design Modelling Symposium (Versailles) September 2017  
"Virtual Immersive Architecture" workshop
- Workshop Leader / Fine Arts School of Tours Angers Le Mans (Le Mans) March 2017  
Inter-disciplinary workshop
- Workshop Leader / Architecture School of Paris-Malaquais (Paris) September 2015 - February 2017  
"Robotic Interactivity", "Algorithm" & "Welcome to Senso/Rezo Museum" workshops
- Studio Tutor / Arts et Métiers ParisTech - ENSCI Les Ateliers (Paris) October 2016 - January 2017  
"XXL 3D Printing" research studio of ENSCI Les Ateliers
- Workshop Leader / Advances in Architectural Geometry (Zurich) September 2016  
"Multi-User Cobotics Simulation in VR applied construction" workshop
- Studio & Workshop Tutor / Architecture School of Paris-Malaquais (Paris) September 2013 - September 2016  
Third year project studio & Back to school and inter-semester workshops
- Intern / EZCT Architecture & Design Research (Paris) July 2013  
ArchiLab 2013 exhibition {FRAC Centre} (Orléans)
- Intern / Port Napoléon's Shipyard (Port-Saint-Louis-du-Rhône) July 2011  
Maintenance & repairs on sailing and motor boats

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## Skills

### Softwares

CAD/CAM : Inspire, Rhinoceros3D (Enscape, Orca3D, Scan&Solve), Grasshopper3D (HAL, Nemo)  
Naval : Cherie, ComposeIT, GHS, Fine/Marine, Maat Hydro, Mars2000, NavCad, XFLR5  
DTP : Adobe CS (Acrobat, Illustrator, InDesign, Muse, Photoshop), LaTeX, Markdown, Office 365  
Rendering : Rhinoceros3D (Enscape), Unity3D, Unreal Engine  
Scripting : Grasshopper (C#), Processing (Java), Mathematica, Unity3D (C#), Web Design (HTML, CSS)  
VR : HTC Vive, Oculus Rift, Google Cardboard  
OS : Windows, Mac, Linux (Debian, Ubuntu)

### Digital Fabrication

3D Printing (Dremel, Makerbot, Stratasys, 3D Systems, Ultimaker, Zortrax)  
3D Scanning (Asus, Microsoft, Photogrammetry)  
CNC Milling (ShapeOko, ShopBot)  
DIY (Arduino, Raspberry Pi)  
Drone Prototyping (DJI, Parrot)  
Industrial Robotics (ABB)  
Laser Cutting (Epilog, Trotec)

Licenses : Offshore, Inland (Boat) - Driving (Car)  
Maritime Short Range Radio Operator (VHF) - Recreational Pilot (Drone)

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## Publications

DixieVR : Immersive Multi-User Simulation for Architectural Conception  
Réseau Canopé, Technologie, n° 205 (ISBN 978-2-240-04143-2)

*November 2016*

Materials & 3d printing of assembly parts to architectural scale  
Réseau Canopé, Technologie, n° 204 (ISBN 978-2-240-04135-7)

*September 2016*

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## Languages

English (Professional working proficiency) - French (Mother tongue)

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## Interests

CAD/CAM - Computation - Prototyping

Naval - Sailing - Windsurfing :

Sailing and convoying on Coco 650, Dufour 325, First 35, RM 1050, Cigale 16  
Living on a Freycinet river barge

Travels :

One year around the North Atlantic Ocean on a sailboat