
SKILLS SUMMARY

project management _____ Excellent organizational skills with a proven efficiency to manage a production schedule. Reliable, resourceful, and dynamic. Supervised numerous interactive installations in collaboration with multidisciplinary teams. Expertise with transport logistics. Used to work under pressure. Persevere to get the job done in time and with maximum quality.

design & fabrication _____ Production of objects of all kinds, prototypes / models, and exhibition devices. Digital simulation and graphic communication. Pay great attention to detail. Likes to experiment with new materials and new techniques. Expertise in renovation-construction (cabinetmaking - carpentry) / www.natalieb.ca/pdfs/natalieb_realisations_design.pdf

research & development _____ Efficient in the production of analysis, case studies, digital documentation, as well as field experiments. Give attention to details. Methodical. Curious.

affiliations : Institut des sciences cognitives de l'Université du Québec à Montréal (ISC-UQÀM) ; Association for the Scientific Study of Consciousness (ASSC) ; Cognitive Science Society (CSS) / Previously: Canadian Society for Brain, Behaviour, and Cognitive Science (CSBBCS) ; Association du Design Urbain du Québec (ADUQ) ; Royal Architectural Institute of Canada (MIRAIC).

PROFESSIONAL EXPERIENCES

www.natalieb.ca/pdfs/natalieb_realisations.pdf

2010 - Interdisciplinary **DESIGNER-RESEARCHER** —cognitive sciences + environmental design / architecture— interested in the human perception of the environment, the influence of memory on the present and the mental structures of reality (mindscape).

2005 - 09	STUDIO MANAGER	Media arts management and production assistance for www.lozano-hemmer.com . Planning and supervision of projects, transport logistics, prototyping, digital simulation. Experiences abroad for exhibitions in the U.K., S. Korea, U.S.A., China, and Italy (Biennale di Venezia).
2003 - 11	TECH SUPPORT	Technical resource for display and set-up at Théâtre d'Aujourd'hui, Mtl.
1998 - 05	INTERACTIVE PRODUCTION	Scripting, production, and programming of interactive and graphic products for communication design companies and clients.
1992 - 98		Research and project development in INTERACTIVE ART, ARCHITECTURE and DESIGN.
1995 - 98	MODEL MAKER	3D model production for architecture, industrial design, and publicity.
1992 - 95	WOODWORKER	Production of exclusive object, furniture, and display structure for clients.
1991 - 93	ADMINISTRATIVE MANAGER	Establishment of a non-profit cooperative for a woodworking school. Management, organization of exhibitions, and sponsorship requests.
2009 2006 - 07 2002 - 05	VOLUNTEERISM	<ul style="list-style-type: none"> • lab manager for Brandon Ballengée, Bio-Art project residency at SAT • venue manager, POP MTL - independant music festival, Montréal • venue manager, FRINGE – performing arts festival, Montréal

EDUCATION

2016 - **Ph.D. Cognitive Science**, Université du Québec à Montréal, QC Canada
 2010 - 13 **M.Sc.A. Planning**, Université de Montréal, QC Canada / <http://hdl.handle.net/1866/10040>
 1997 - 98 **D.E.S. Interactive Design**, Institut de création multimédia (ICARI), Montréal, QC Canada
 1996 - 97 **B.Sc. Architecture**, University of Strathclyde, Glasgow, UK
 1993 - 96 **B.A. Environmental Design**, Université du Québec à Montréal, QC Canada
 1990 - 93 **D.E.C. Cabinetmaking**, Institut des Métiers d'Art, Montréal QC Canada
 Studies in Contemporary Dance, Jewellery, Glassmaking, Photography and Visual Arts.