

Natalia Cabrera F.

VIDEO / VIRTUAL REALITY / INTERACTIVE STORYTELLING

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I'm a Chilean media artist and filmmaker specializing in interactive narratives. My projects primarily deal with immersive documentary experiences that address social and environmental issues.

WORK EXPERIENCE

- **Kaleidoscope VR Santiago | 2017**
COMMUNITY CO-DIRECTOR
Manage community building activities. Curate local VR content. Organize KaleidoVR event, July 2017 in Santiago, Chile.
- **Future of Storytelling | 2016**
VR TECH SUPPORT
Assisted in training Volunteers, Tech support for Vives, Gears, Oculus, Google Cardboard etc. for the run of the festival during operating hours.
- **The Human Story | 2016**
CREATIVE TECHNOLOGY FELLOW
Researched the implementation of interactivity in 360° documentary video. Stitched and edited a rough cut of the documentary.
- **Buen Lejos Art Collective | 2011-2014**
VISUAL ARTIST
Realtime visual performance for live bands. Participated at Mystery Land Chile 2011 and Lollapalooza Chile 2012.
- **Freelance | 2011 – present**
VIDEO EDITOR & VIDEOGRAPHER
Videographer and camera assistant for advertisement agencies. Editor for independent short films and corporate videos, Clients and collaborators include Cusicanqui Films, A SimpleVista Producciones and Universidad Diego Portales, among others.
- **Wood Producciones | 2013**
ASSISTANT ART DIRECTOR
Researched archive images and coordinated the graphics, set decoration and prop sub-departments in "Ecos del Desierto", television mini-series directed by Andrés Wood.
- **Bengala Films | 2009**
ASSISTANT EDITOR
Assistant to editor Coti Donoso in the full-length documentary "Allende, mi abuelo Allende" directed by Marcia Tambutti.

EXIBITIONS / SCREENINGS

- **OVERSHOT**
POV Lab | NYC, September 2016
Interactive web where the user gets to see a glimpse of what the world could look like if everyone shared their their consumption habits.
- **PROFILES OF THE DISPOSED**
ITP Spring Show | NYC, May 2016
Interactive installation about collecting data from 3 people's trash. Includes 3 VR experiences.
- **IMBALANCE**
VR Lab Demo Show, Samsung Studio | NYC, Dec 2015
Virtual Reality story about an ecosystem that decays as a continually growing population of energy sucking creatures deplete its natural resources and leave behind mountains of trash.
- **FRAGMENT**
NYC Media Lab Summit | NYC, May 2015
Interactive short film that explores fragmented memories of an event.
- **ABOVE THAT SKIN OF OURS**
ITP Spring Show | NYC, April 2015
3d projection-mapped sculpture created as a self-portrait of its authors, Sergio Mora-Díaz and Natalia Cabrera.
- **PULSE**
NYC Media Lab Summit | NYC, May 2015
Interactive installation where two persons lay down and experience visual and sound representations of each other's heartbeats
- **GUIDING SIGHTS** Cinematographer
Short documentary film.
Winner at FICValdivia XVIII, Chile.
Official Selection:
Short Film Festival of Santiago (FESANCOR), 2012
Guadalajara International Film Festival, 2012, Mexico
Plus Camerimage Film Festival, 2012, Poland
LAKINO Film Festival, 2012, Germany
- **HELLO FROM SANTIAGO** Cinematographer & Editor
Experimental Hi8 short film.
Winner of Corto Corto, Image of Chile Foundation.
Exhibited:
The Chilean Pavilion at Expo Shanghai 2010, China
Museum of Contemporary Art, 2010, Chile

EDUCATION

● **M.P.S. INTERACTIVE TELECOMMUNICATIONS PROGRAM (ITP)**

New York University | 2014 - 2016

Scholar of Chilean Government's National Commission for Scientific and Technological Research (CONICYT)

● **VIRTUAL REALITY LAB NY**

NYC Media Lab | 2015

Scholarship sponsored by NYC Media Lab to participate in the VR LAB 2015 at the Samsung Global Innovation Center.

● **PROFESSIONAL DEGREE IN FILM & TELEVISION DIRECTION**

Universidad de Chile | 2010 - 2012

Graduated with Honors

● **BACHELOR'S DEGREE IN AUDIOVISUAL COMMUNICATION**

Universidad de Chile | 2006 - 2010

Graduated with Honors

SKILLS

● **APPLIED**

- Holistic concept development for audiovisual pieces.
- Documentary production, research, cinematography and editing.
- Interactive non-linear storytelling
- Handling of DSLR cameras and sound equipment.
- Technologies: Photogrammetry, 3d scanning, Kinect, 360 Video (stitching and editing) Analog Circuits and Sensors, Arduino, Projection Mapping, Laser Cutting, 3d printing.
- Empathetic, stress resistant and open to steep learning curves.

● **SOFTWARE**

Adobe CC (Premiere, After Effects, Photoshop, Illustrator), Avid, DepthKit toolkit, Photoscan, Autopano, Processing, Arduino Software, Isadora, HTML, CSS, JavaScript for rapid prototyping (P5.js, node.js, three.js), Unity3D for rapid prototyping.

● **LANGUAGES**

Native Spanish speaker, fluent in English. Basic Portuguese