

EXPERIENCE

REALITY GARAGE - XR PRODUCTION COMPANY - Boulder, Colorado

XR and 360° Video Consultant

FEBRUARY 2018 → 2020

(Reference available on request)

2020

National Institute of Standards and Technology ChARIOT Challenge Finalist - AR app Developed on the Magic Leap to assist First Responders and Incident Commanders during Wildfire, Flood, Active Shooter and Metro Rail emergency scenarios.

- Helped Develop software to deliver meaningful data from IoT Devices to First Responders in simulated examples
- Lead the UI design for First Responder AR UI using hand tracking and spatial markers to represent IoT Data in the world based on Responder position
- Collaborated with First Responder Outfit to test and iterate product development
- Participated and Submitted in final round of Competition, making it through 3 elimination rounds - results expected Q1 2021

VR Solution Based Focused Therapy (SBFT) - THERAPIST TRAINING APP - Director of Photography, Chatbot Design, Experience Assembly
University of Denver Colorado

- Developed chatbot to respond to user data by leveraging **AI Speech Recognition and Natural Language Chatbot** technology to feed spoken data into the chatbot and then play back an audio or
- Achieved better playback between dialogue options by combining capture, audio and software strategies to more smoothly transition between video recorded dialogue options
- Established realistic scope of dialogue options with the client to limit production costs and memory constraints by focusing functionality on the use case.

2019

Inside Out - PLANETARIUM FILM - Co-Director, Director of Photography, Chief Technical Lead, 3D Artist, 360° Editor

*Centre for the Curation of the Archives at the University of Cape Town & Iziko National Galleries South Africa
(Headset Conversion Available on Request)*

- Presented successful pitch outlining project motivation and technical overview
- Created a **medium specific** narrative that modulates **space** and **sound** rather than character narratives to conjure **emotional** states with the **viewer as subject**
- **Established technical workflows early** on in order to iterate and establish constraints on new software by producing an early 2D version (See Significant events)

- Manipulated Martian height data from The Mars Reconnaissance Orbiter in **Unity Game Engine** for rapid iteration and budget by leveraging real-time rendering
- Converted a combination of 2D and 360° Footage into **dome projection format**

The Robberg Nature Reserve VR Experience -Director of Photography, 360° Editor, Technical Presenter

Cape Nature & Sheer Bliss (Headset Conversion Available on Request)

- Presented a pitch and demo to the marketing board of **Cape Nature**
- Established Creative partnership between **Cape Nature** Marketing Board, **Sheer Bliss** and **Daron Chatz Photography**
- **Successfully secured contract** for a Robberg Nature Reserve tourism experience to be used by **Cape Nature** at a corporate event employing **Sheer Bliss'** VR massage service

2018

Life Between Storms - VR DOCUMENTARY - Producer, Co-Director, Director of Photography, Chief Cameraman and Researcher, Editor

World Central Kitchen's Chefs for Puerto Rico Food Aid initiative (Link Available on Request)

- Identified use of VR to bring the realities of the wake of the hurricane to the fore and showcase the effort of food aid workers on the island
- Spearheaded project by liaising between **Reality Garage** and **Chefs for Puerto Rico, World Central Kitchen**
- Coordinated 360 shooting and interviews on location in Puerto Rico documenting food relief after the 2017 Hurricane season
- Created Linear and Interactive 360° versions of the piece

AFRICAN WILD DOGS VR DOCUMENTARY - Producer, Director of Photography, 360° Editor

Szusza Lugosi & University of Glasgow (Headset Conversion Available on Request)

- Collaborated with Researcher at University of Glasgow in order to get data about the viability of VR in Zoos
- Principle **Wildlife VR Videography** and post-production

ORB VR - VR PRODUCTION SERVICE - Cape Town, South Africa

Co-Founder, 360° Videographer, Editor

April 2015 - November 2017

- Started a VR Studio during university using borrowed GoPros and a 3D printed rig
- Acquired and negotiated equipment sponsorship from South African **GoPro** distributors **World of Heroes ZA**
- Made branding content for the 2016 **Mercedes Bokeh Fashion Film Festival** (Link Available on Request)
- Produced content for various use cases and clients in **Art, Architecture** and **Music** industries (*Full Showreel available on Request*)

EDUCATION

University of Cape Town: B.A Philosophy & Film Studies

FEBRUARY 2014 - NOVEMBER 2017

(Letter of Recommendation from Film Department HOD available on request)

- Specific courses **Interactive Media & Design** for the *South African context*
- Computer Science 1 and 1.1

Significant Events

- Helped bring team to **Finalist** Submission in the **2020 NIST ChARIoT Challenge** to be tested at the **TEEX Centre** in Texas
- Selected for Producing content and as a Speaker on Panel at **Under the Dome**, Africa's first *FullDome* Film Festival
- Premiered **Inside Out** alongside Capetonian collaborator Pupil Visuals and design studio Arkology at **Under the Dome**
- Inside Out screened at **Boulder International Film Festival 2020 XR Pavilion** (*link available on request*)
- Speaker on the *Un-Panel* at **Boulder International Film Festival 2020 XR Pavillion** (*link available on request*)
- Premiered **Life Between Storms** at **Denver International Film Festival 2018 XR Building** (*link available on request*)
- Projection intervention at **Gallery Momo ASPECT : RATIO** (*link and photos available on request*)
- Organised and facilitated an Immersive Cinema Screening, together with **Arkology** with support from Cape Townian *immersive content incubator Electric South* (*link and photos available on request*)