



Laval Virtual Award
International
interactive tech contest



IVRC Award
International contest
VR society of Japan

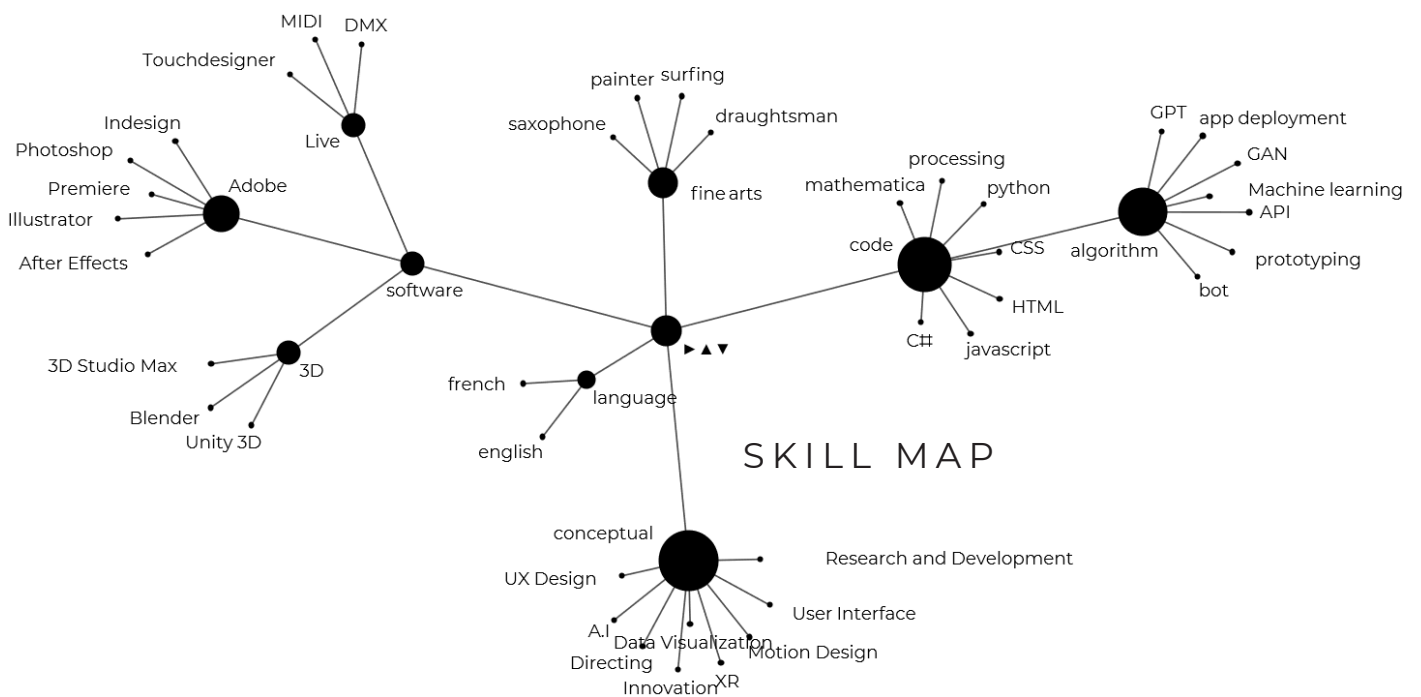


Streamy Award
Best 360 experience
online



ART
CODE
DESIGN
RESEARCH

gregoire.davenas@gmail.com
+1 424-386-0760
www.gregoiredavenas.com



EXPERIENCE



<p>now - 2019</p>	<p>● Head Of Research AI Researcher Maslo AI</p>	<p>Create a model for Artificial General Intelligence (Orage AI), prototype it and document it. Orage is a behavioral model for an AI based ambient Operating System. Deploy algorithms accessible across platforms. Prototype UX and UI possibilities for our AI companions. Create cohesion with content and documentation supporting the vision and the AGI model. (see Alive Machine)</p> <p>Conceptualize, develop and deploy companions (app and web based) across various narrow and general use cases according to the general model (see Hero Platform) including high stake situations (mental health, medical field, social assistance, finance...).</p> <p><i>Mentorship from Techstars mentor, Wolfram managing director and Titan Space Technology CTO Russell Foltz-Smith.</i></p>
<p>2018</p>	<p>● Lead Designer ORA Systems</p>	<p>Create the UX/UI for an awareness and self-development experiential platform. A design requiring a new way of thinking the experience: How can an interface promote free thinking, individual empowerment and liberation from addictive behaviours? The project was financed by The Assemblage from their first iteration, Akasha, the Game of Life.</p>
<p>2018 - 2017</p>	<p>● Co-founder Creative Director Secretmap</p>	<p>Directing, creating and supervising large scale live immersive transmedia experiences for festivals, exhibitions and marketing events. Using cutting edge technology including physical light structures, mixed-reality, mobile apps, web, performers, scent programming...</p> <p>Creating the core values of Secretmap and the organisational infrastructure all based from world building ideology.</p>
	<p>● Slain x Dav</p>	<p>Artistic collaboration with writer/director Caleb Slain.</p>
	<p>● VR Director Hitachi</p>	<p>6 months creative commercial project contracted through the agency Tobogganz by the group Hitachi to create a fully CGI VR surreal experience of their autonomous system presented at the Tokyo Motor Show.</p>
<p>now - 2017</p>	<p>● Research and Development Elektrashock</p>	<p>General software research and development. Experiment and report on state of the art machine learning algorithms and creative tools for Computer Graphics production. Deploy creative pipeline for web media content generation.</p> <p><i>Mentorship from Disney imagineer and Digital Domain creative director Darnell Williams</i></p>
<p>2015</p>	<p>● Creative Director Lead VR Designer Specular Theory</p>	<p>Create VR content in live-action, full CGI or game engine.</p> <p>Script writing and storyboarding, creative and art direction, on-set direction, 360° camera rig building, VFX supervision and making, game design and development</p>
<p>2014</p>	<p>● Interaction Designer Motion Designer Wildlife</p>	<p>Created content for diverse platforms.</p> <p>Motion design, graphic design, 3D modelling, animation and rendering, VFX, film shooting</p>
<p>2013</p>	<p>● Motion Designer VFX supervisor PointMoov</p>	<p>Created content for diverse platforms.</p> <p>Post-production, 3D modelling, animation and rendering, web coding, VFX supervising and making, film shooting</p>

EDUCATION

<p>2015 - 2014</p>	<p>● Master in Virtual Reality & Immersion Master in Research & Innovation</p>	<p>(obtained with honours)</p>
	<p>L'Ecole de Design Nantes Atlantique, France</p>	
<p>2013 - 2010</p>	<p>● European Bachelor of Design</p>	<p>Graphic, product and spatial design, specialized in interaction design</p>
	<p>L'Ecole de Design Nantes Atlantique, France</p>	