



Rebel alliance,

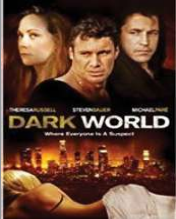
Your achievements are most valued.

Jedi council has been developing secret skills: user centered fusion of design and technology.

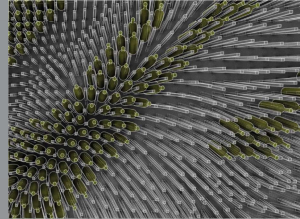
Supported by affective computing that probes user emotions, advanced design skills in combining immersive VR/AR with physical reality and advanced software training, our new training routine is the most powerful yet.

VR Master Jedi Natasha Bajc has been send as emissary to aid in the next step.

May the force be with you



https://www.amazon.com/Dark-World-Michael-Pare/dp/B001MX9O4M/ref=sr_1_2?ie=UTF8&qid=1527721170&sr=8-2&keywords=dark-world+movie



<https://www.youtube.com/watch?v=D4G04IV3rUw>



Movie Production Designer

2007 Dark world
2004 Baby doll forever
2005 Music videos for MTV

Interactive Art Exhibitions

2018 Venice Architectural Biennale, Hong Kong pavilion
2016 Skyline by Lerata, International Interactive art festival
2014 Architecture + Design Museum Los Angeles SMLXLa Come In
2014 Skyline by Lerata, International Interactive art festival

Virtual and mixed reality projects

2018 Affective VR game data collection
2017 Mariott virtual hotel Santa Clara
2017 Blockh'ood VR - consulting
2013 Immersive environment Radisson Blu

NATASHA VR JEDI MASTER BAJC

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Santa Monica, CA 90403

CodeDesignStudio Owner 2013-now
Design of immersive environments and cyber physical systems

Teaching

- Pasadena City College from 2015-now
- UCLA Suprastudio 2015-2016
- Woodbury university 2013-2015

Urbis Design Owner 2009-2012
User centered design of architecture interior and planning projects in South East Europe

Teaching

- University of Belgrade 2009-2010

Urbis Inc Owner 1999-2009
B2B design development service hospitality design

Teaching

- Cal Poly Pomona 2001
- Sci-Arc 1999-2001

VR/AR environment tools:

Unity and Unreal Engine development: scripting(c#), designing: interaction, assets, environments, blueprints and designing networked games
AR and VR prototyping for Oculus, Daydream VR, HTC Vive, Microsoft VR, Hololens

UX/UI tools:

Information architecture, wireframing, storyboarding, user flow, process flow
Design for full body interaction (multimodal or NUI) in environment and for multi-platform interaction
Balsamiq Mockups, Adobe XD, Visio, Sketch, Aframe, Framer, Twine
Scripting in HTML5, CSS, Javascript

Visual design tools:

Adobe packet, 3dsMax, Maya, Rhino, Grasshopper, Blender, Sketchup
Modeling, rendering, animation, character animation and rigging
3D printing, cnc,rapid prototyping, Arduino, small scale robotic

User research tools:

Trained in human subject experiments techniques both qualitative and quantitative statistical result interpretation. Confidant interviewer
Experienced in a/b and multivariant testing and statistical analysis, t-tests, ANOVA, logistic regression, data handling and normalization, bringing of the moment machine learning skills for predictive analytics.

Psychological-Affective tools:

Sentiment analysis, NLP (natural language processing), gestures, gaze, facial expressions, galvanic skin response, hart rate variability
Open face, Affectiva, Covarep, LIWC

Software development Tools:

Machine learning: Scikit learn, TensorFlow, Matlab
C, C++, C#, Java, Python, Matlab and Simulink

Management:

Lean and Scrum/Agile and coordination with waterfall teams

2019 **MASTER OF COMPUTER SCIENCE (focus: affective computing)**

UNIVERSITY OF SOUTHERN CALIFORNIA (USC)

1999 **MASTER OF ARCHITECTURE**

SOUTHERN CALIFORNIA INSTITUTE OF ARCHITECTURE (SCI-Arc)

1995 **BACHLOR OF ENGINEERING IN ARCHITECTURE AND URBAN PLANNING**

UNIVERSITY OF BELGRADE SERBIA SCHOOL OF ARCHITECTURE

2012 **EXECUTIVE EDUCATION: Real Estate Fundamentals**

HARVARD BUSINESS SCHOOL GRADUATE SCHOOL OF DESIGN