

Mathieu VENOT

[Naval] || {Computation} || Architecture

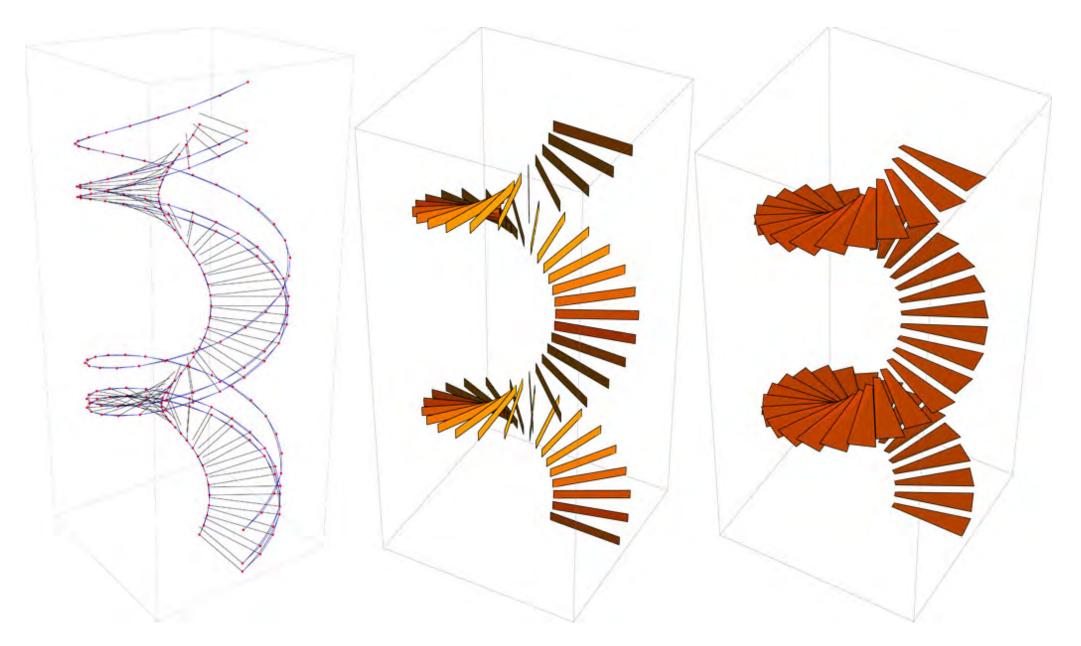


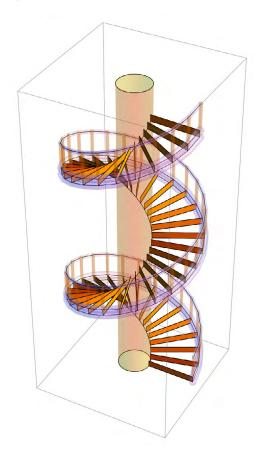
Mathieu VENOT

1 Allée Murillo 44300 Nantes FRANCE Naval Architect Engineer, MSc Born September 30, 1990

+336 79 33 64 10 contact@mathieuvenot.com

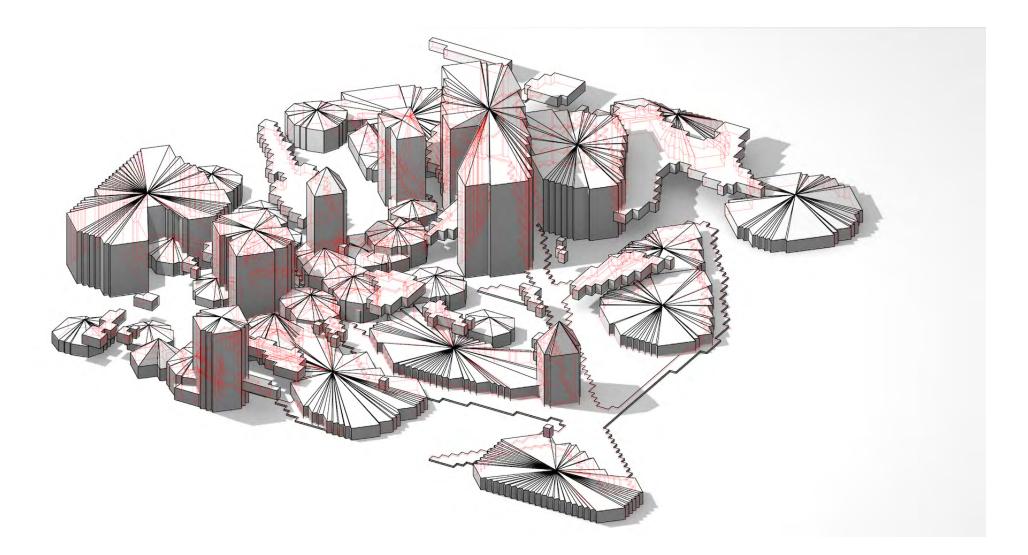
Experience Education		
05/2013 - Now	ł	Mathieu Venot : Naval Architect Engineer
12/2018 - Now	ł	L2O Naval : Naval Engineer
10/2015 - 03/2019	ł	Dixie Lab : Co-founder
09/2018		ENSTA Bretagne : Naval Architect Engineer, MSc
04/2018 - 08/2018		ENSTA Bretagne : Intern
09/2017	ł	DMS2017 : Workshop leader
03/2017	ł	ESBAM : Workshop leader
09/2015 - 02/2017	A	ENSAPM : Workshop leader
10/2016 - 01/2017	A	ENSAM - ENSCI Les Ateliers : Studio tutor
11/2016	ł	Dixie Lab : DixieVR publication
09/2016	A	AAG2016 : Workshop leader
09/2016	A	ENSAPM : Master thesis publication
09/2013 - 09/2016	A	ENSAPM : Studio & Workshop tutor
06/2016		ENSAPM : Architect, MArch
07/2013		EZCT : Intern
07/2011		Port Napoleon : Intern



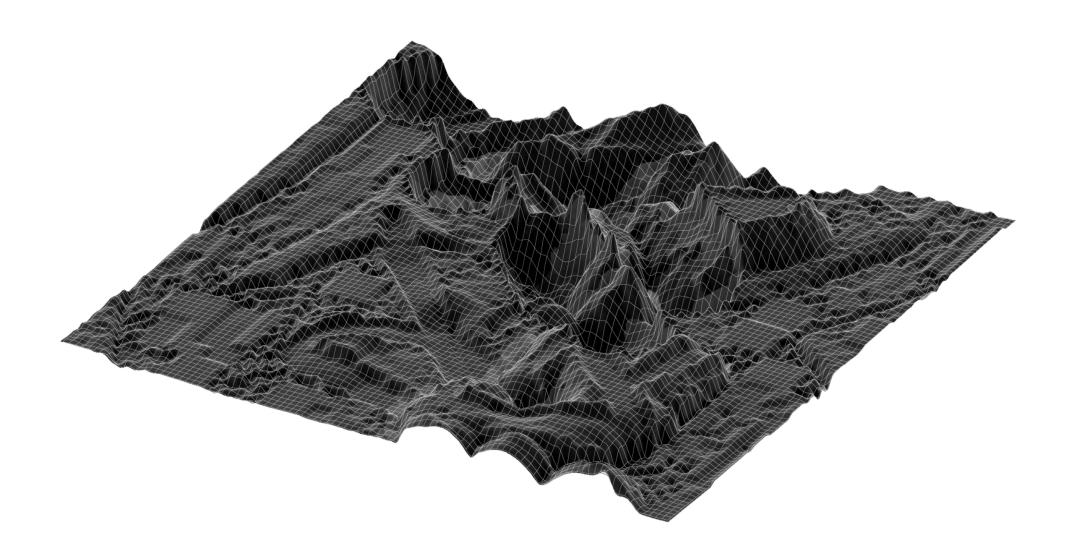
<u>Mathematical programming</u> Helicoidal stair construction by mathematical operations [Academic] 

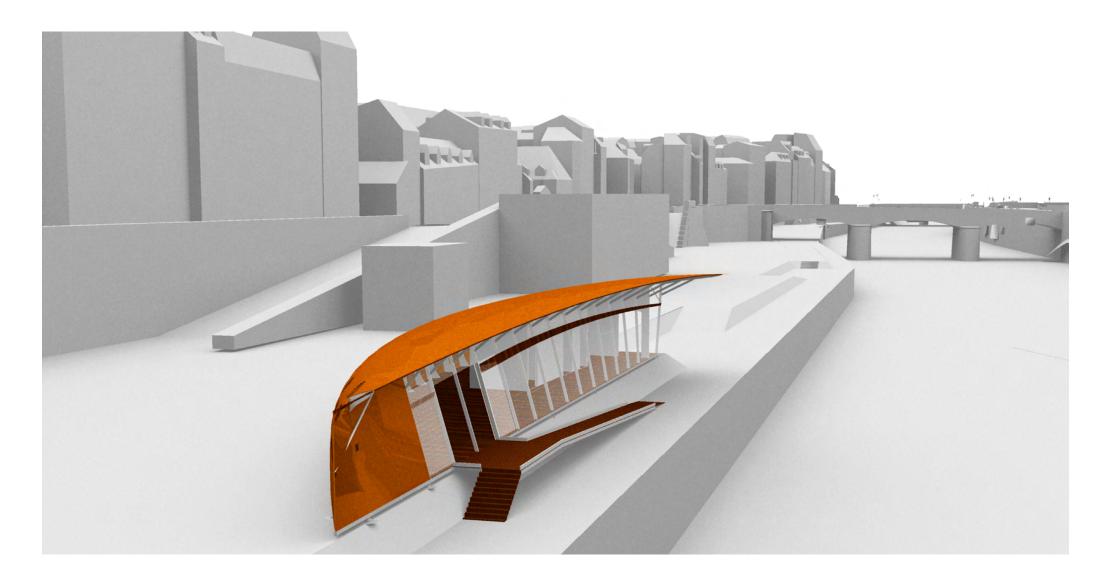
pointsSurfMarche1 =

surfmarcheOk1 = Delete[Map[Polygon, pointsSurfMarche1, {2}], -1];

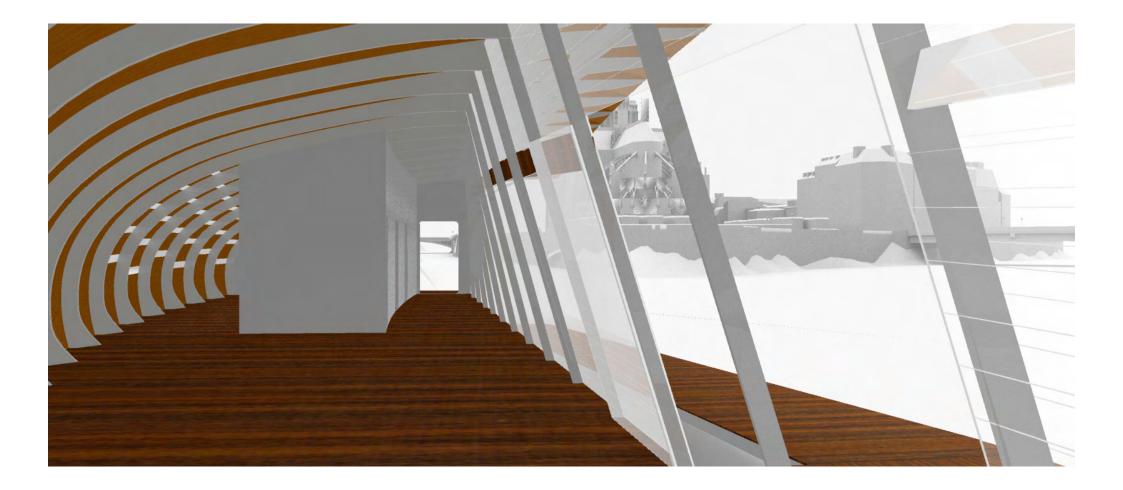


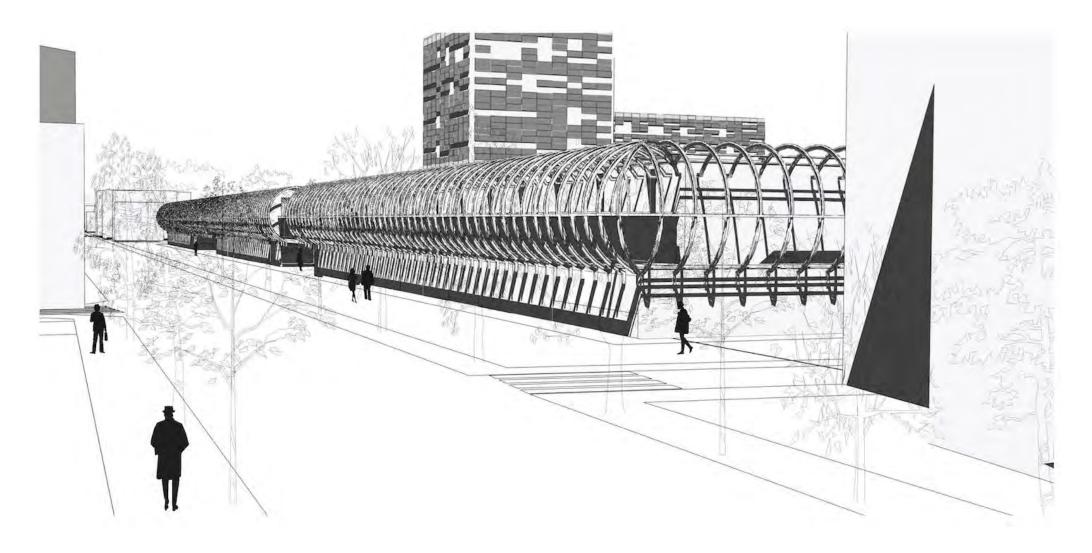
<u>Generative Landscapes</u> Shape and color detection for procedural generation [Academic]



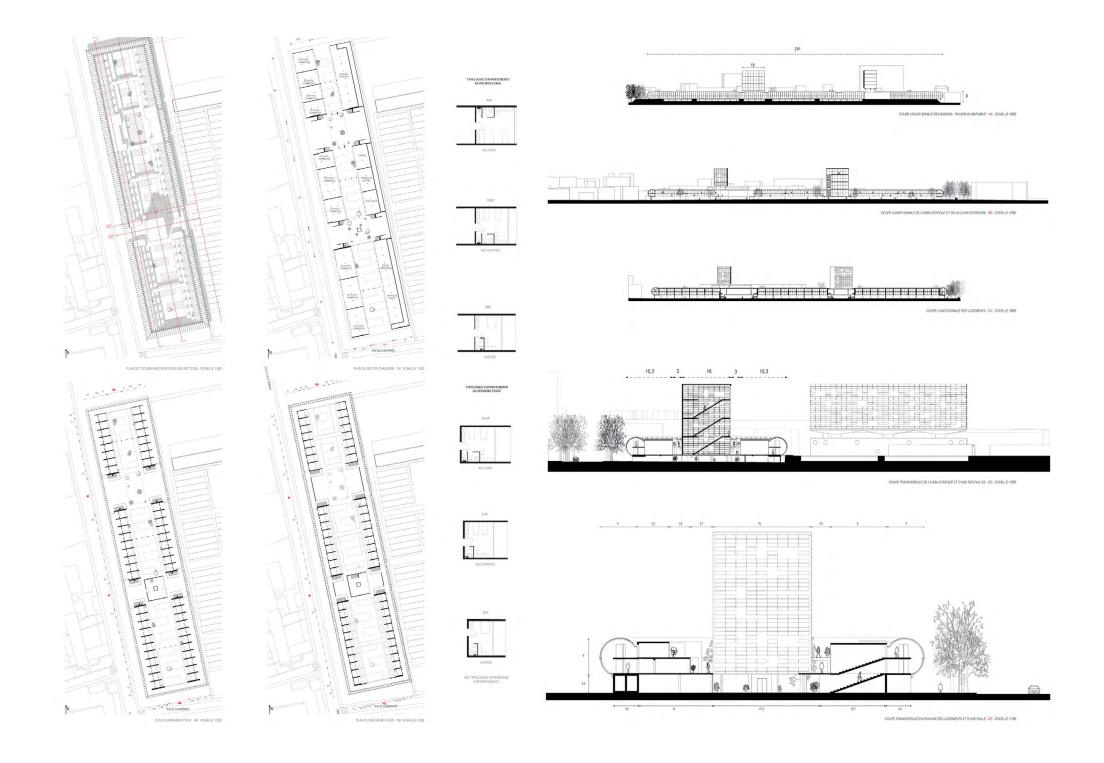


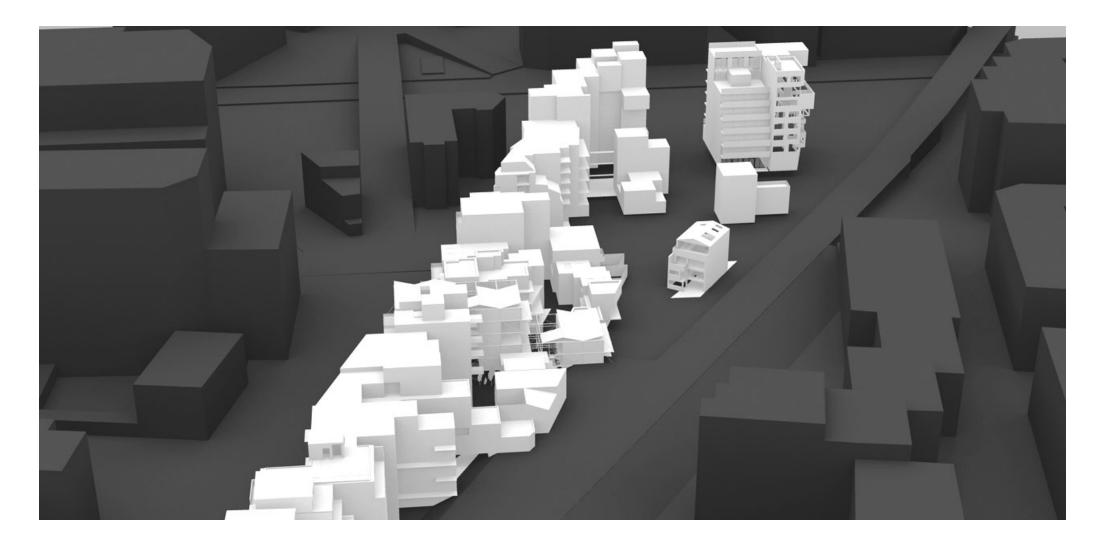
<u>Structural Station Cover</u> Boat station parametric design [Academic]



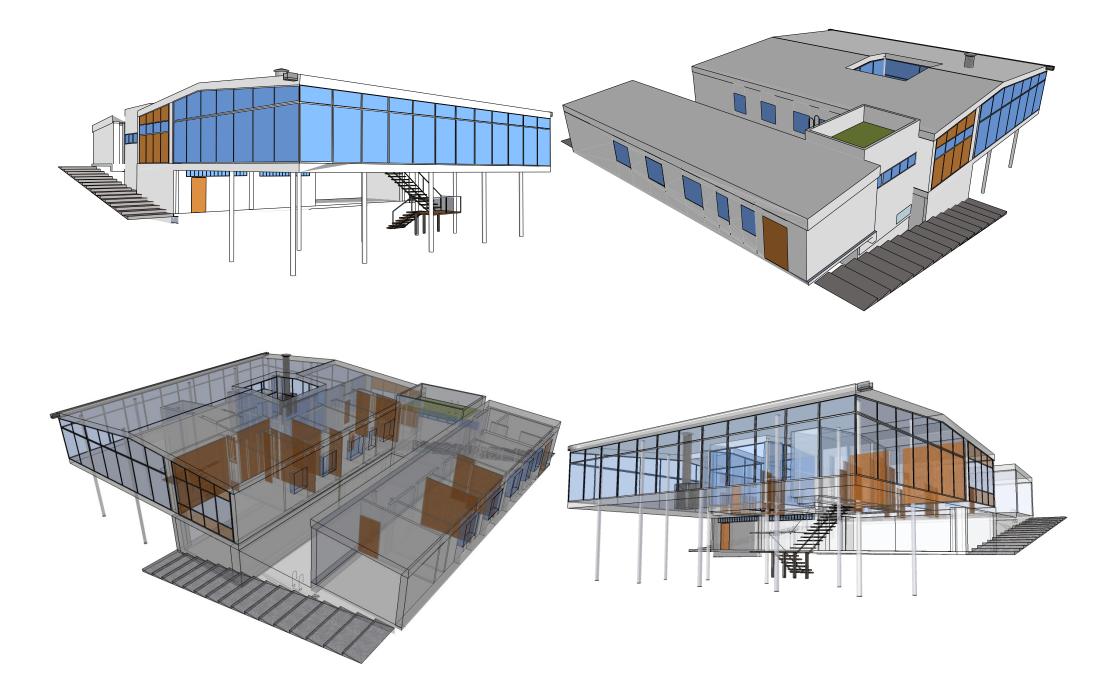


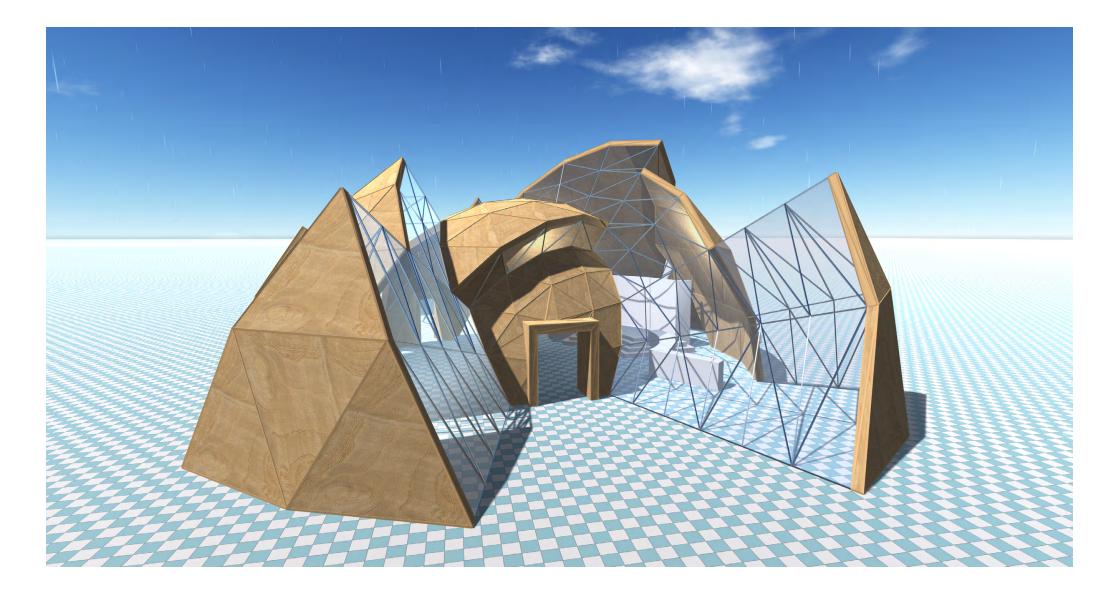
Factory Rehab Rehabilitation of the lvry's water treatment factory into students complex and housing [Academic]



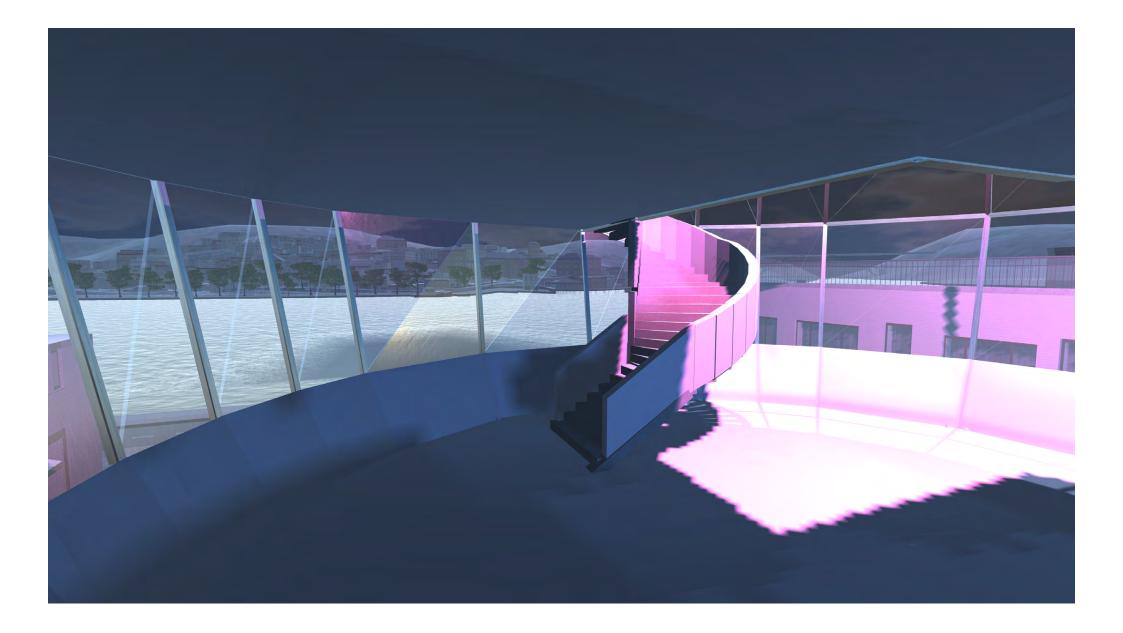


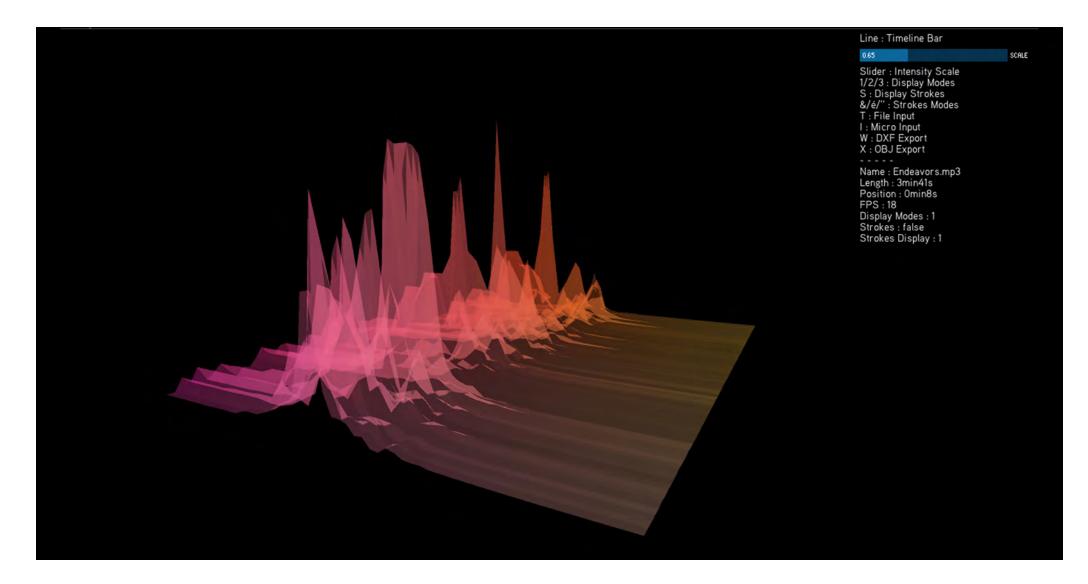
<u>Urban and Housing</u> Program redefinition for Paris 19th district and housing analysis [Academic]



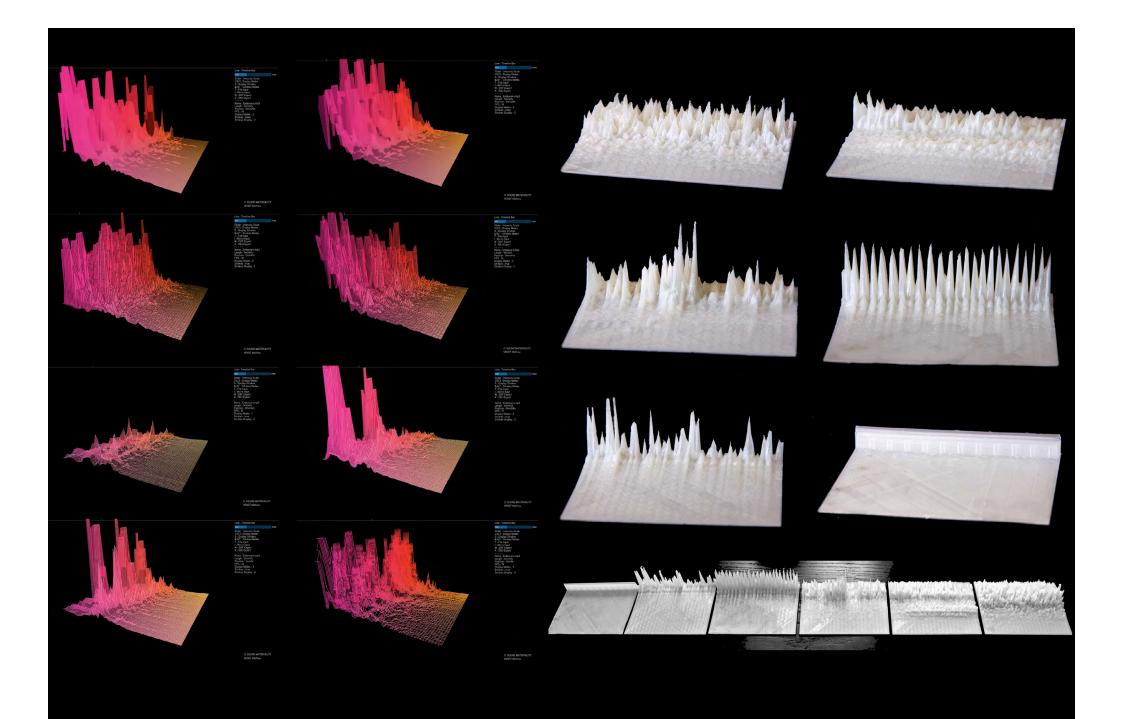


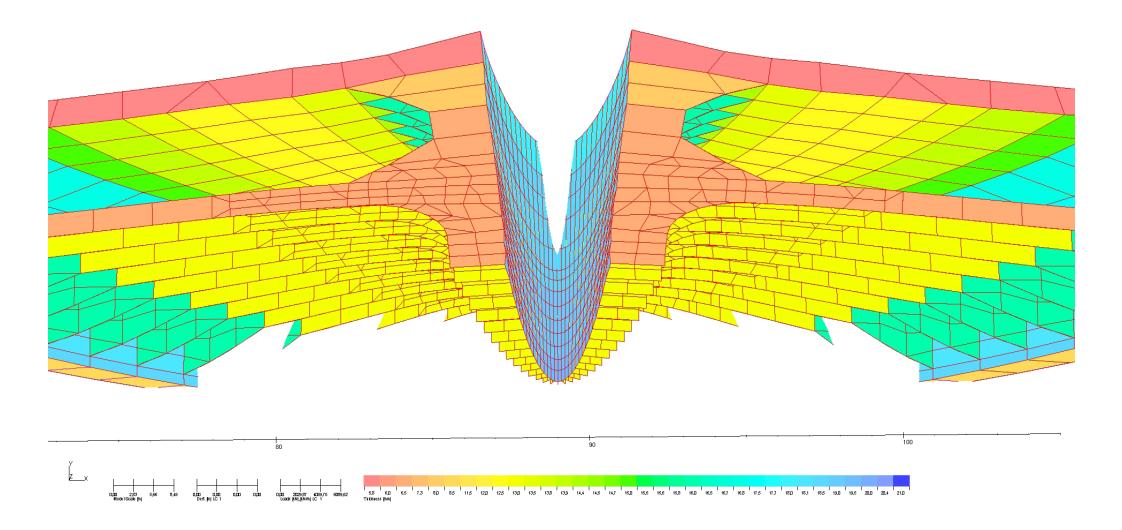
<u>Virtual Reality Architectural Conception Software</u> Real-time immersive simulation, environment acquisition, interoperability and multi-user collaboration [Academic]



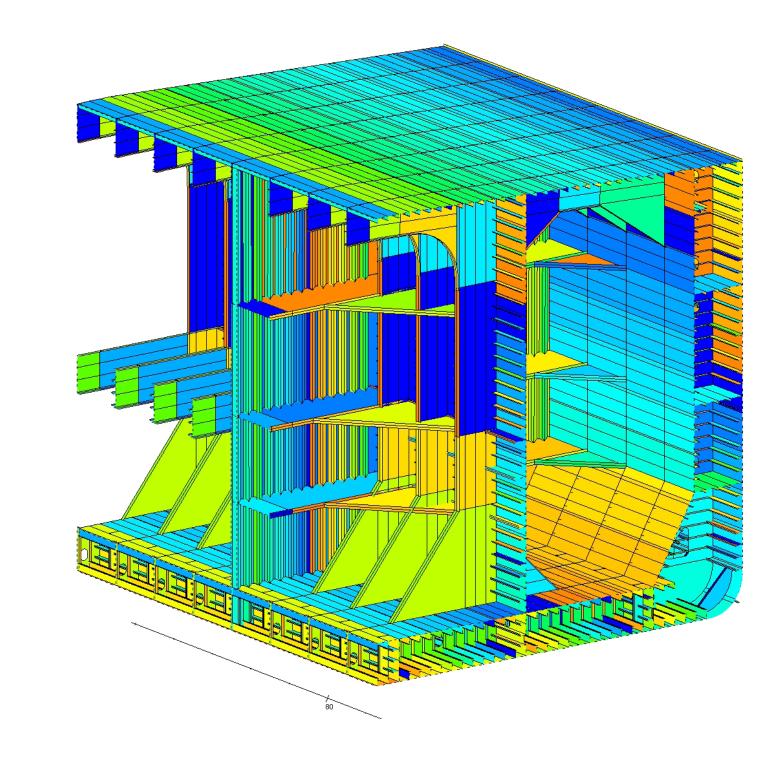


<u>Sound Spectrum Materiality</u> Sound analysis and extracting for 3D printing prototyping [Academic]

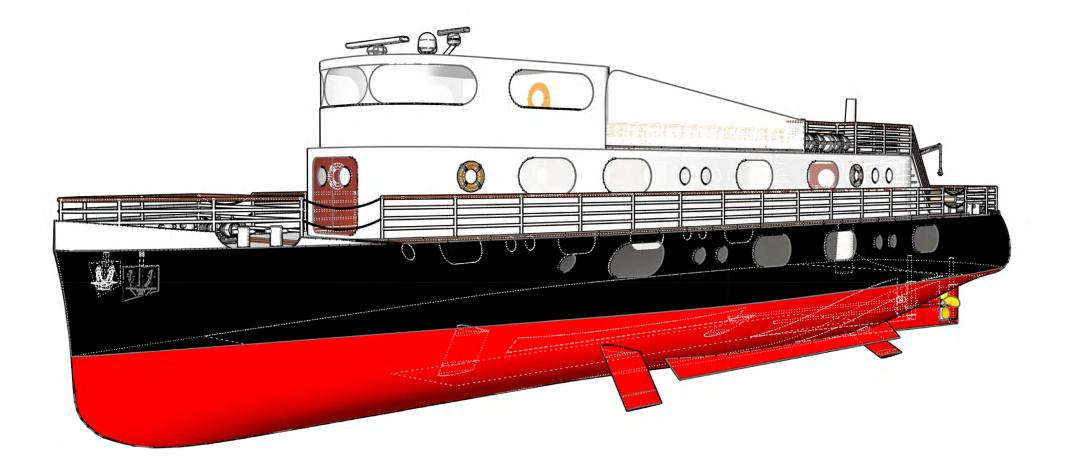




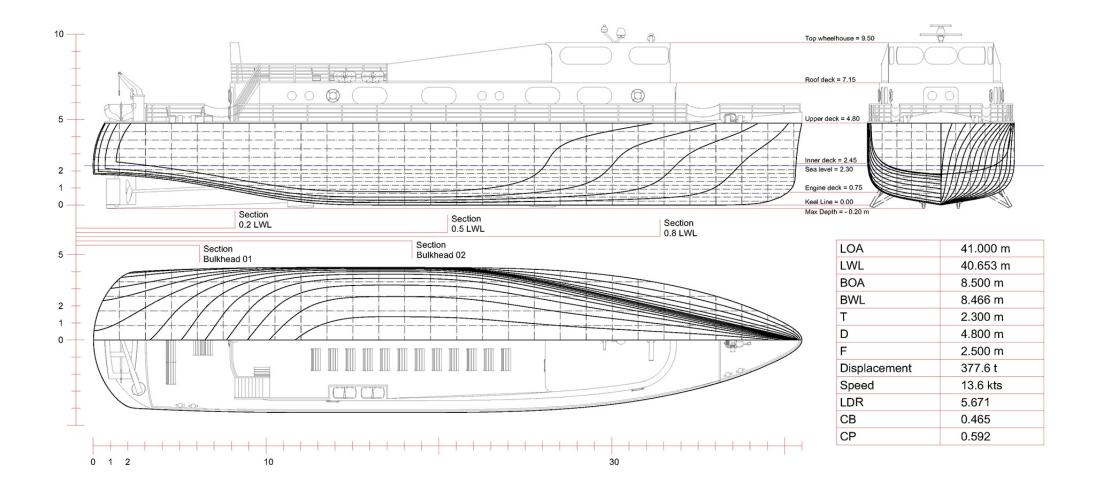
<u>Structure Lab</u> Double Hull Bulk Carrier [Academic]

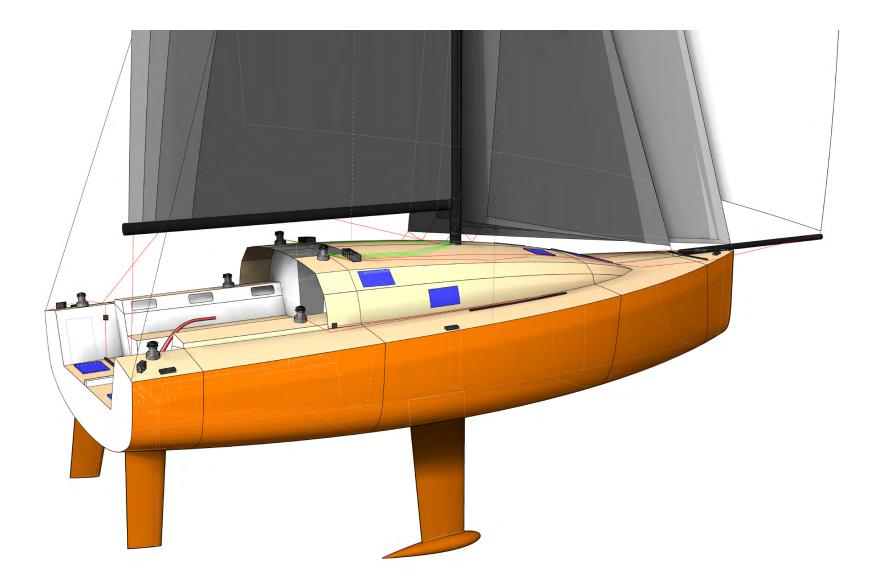


Z DDD 154 328 432 Model Scale [b]

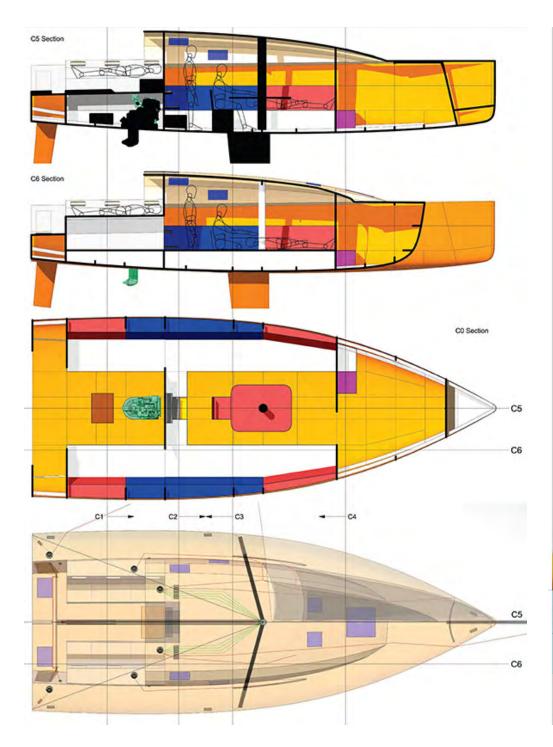


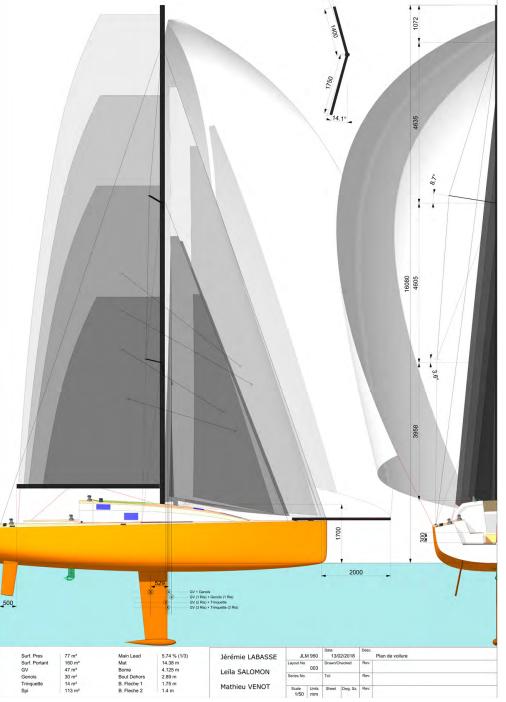
<u>Ships Design Loop</u> Passenger Ship [Academic]





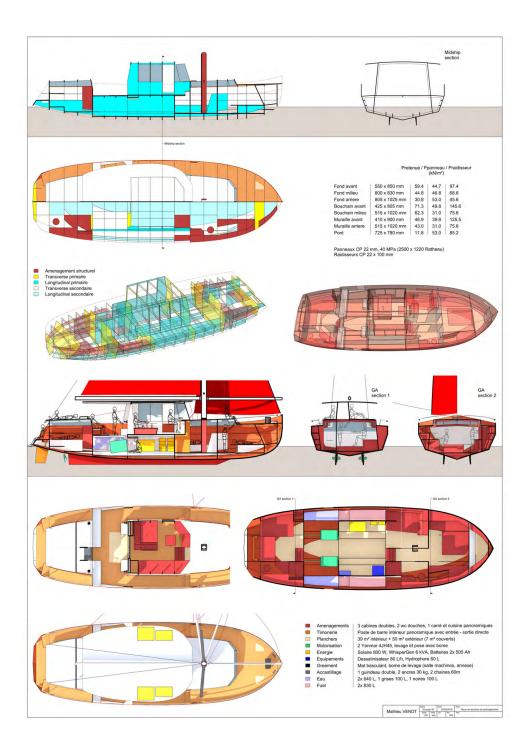
<u>Class 950</u> Offshore Racing Sailboat [Academic]

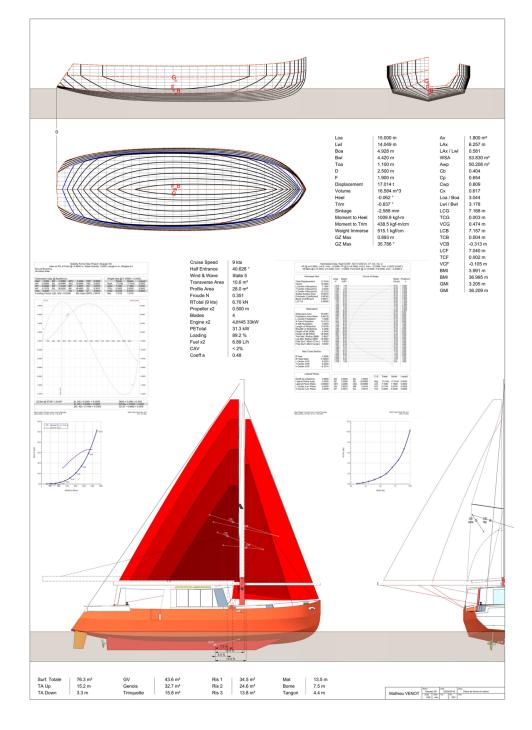


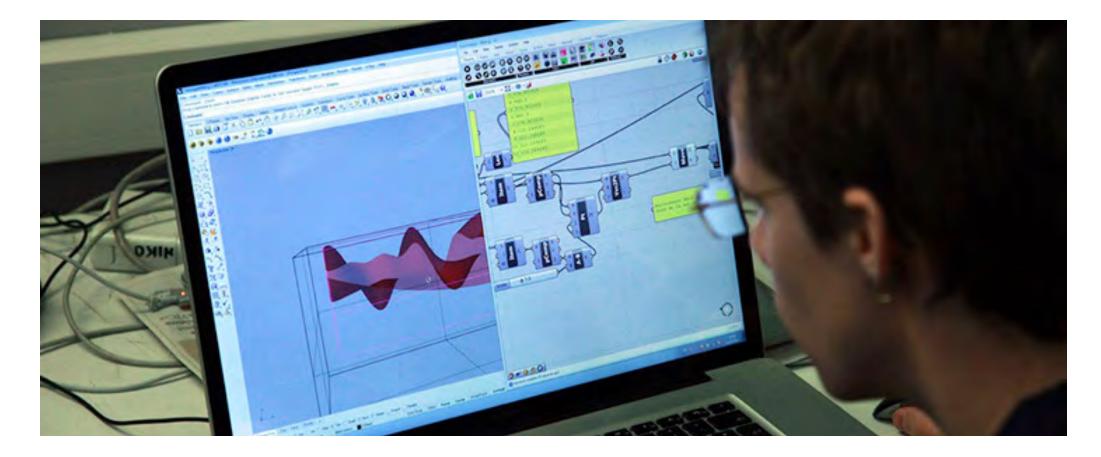




<u>Sailing Barge</u> Sea/River Expedition Sailboat [Academic]

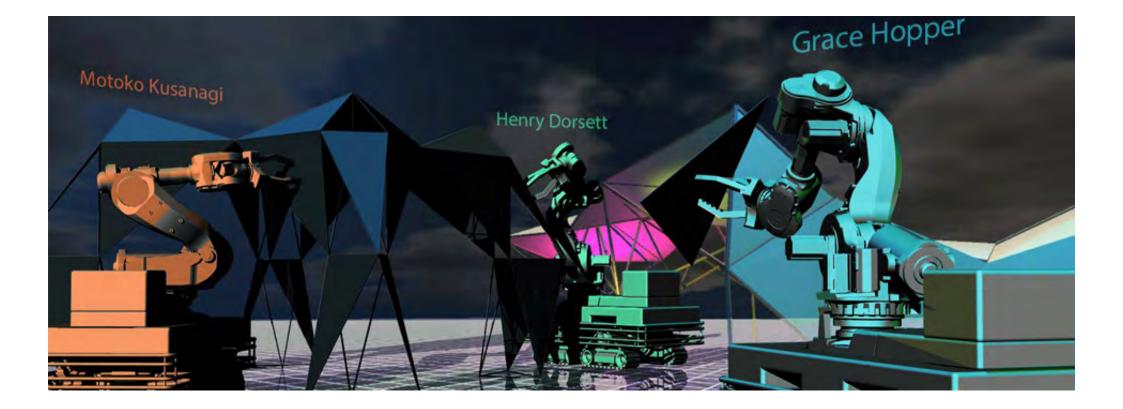






<u>Digital Teaching</u> Robotic control, prototyping, 3D modeling, parametric design and programming softwares [Teaching]





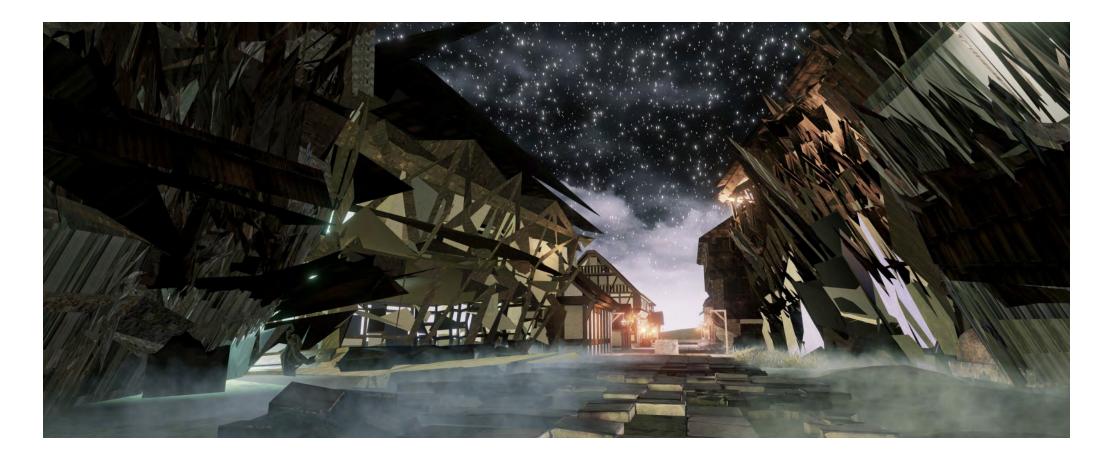
<u>AAG 2016 Workshop</u> Multi-User Cobotics Simulation in Virtual Reality applied construction [Teaching]





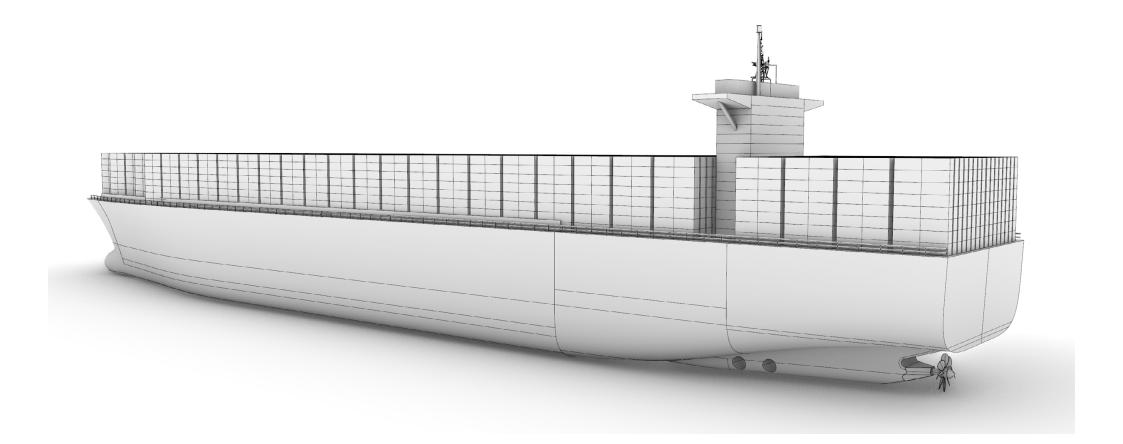
<u>DMS 2017 Workshop</u> Virtual Immersive Architecture [Teaching]



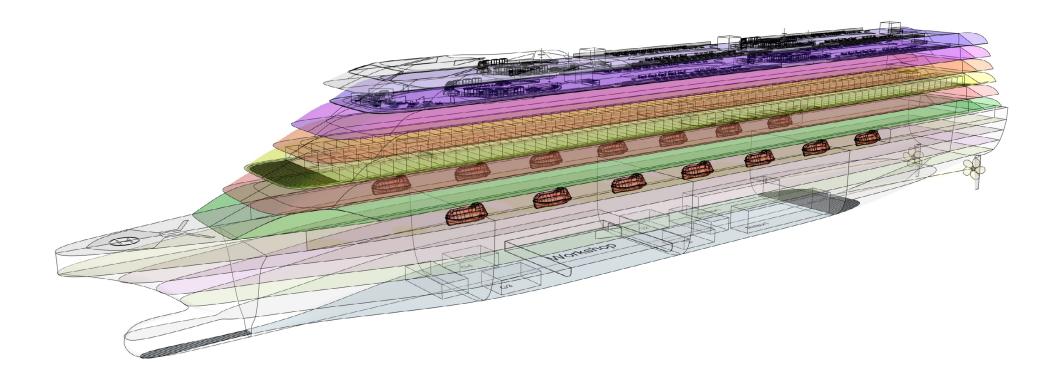


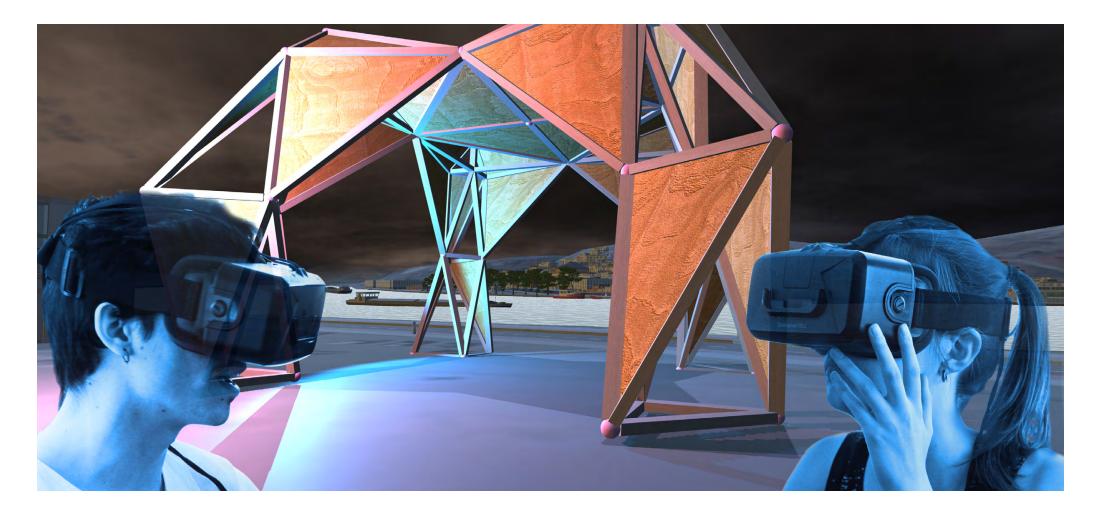
<u>Virtual Reality Workshops</u> Architectural and fine arts schools, conventions and events, exhibitions and shows [Teaching]



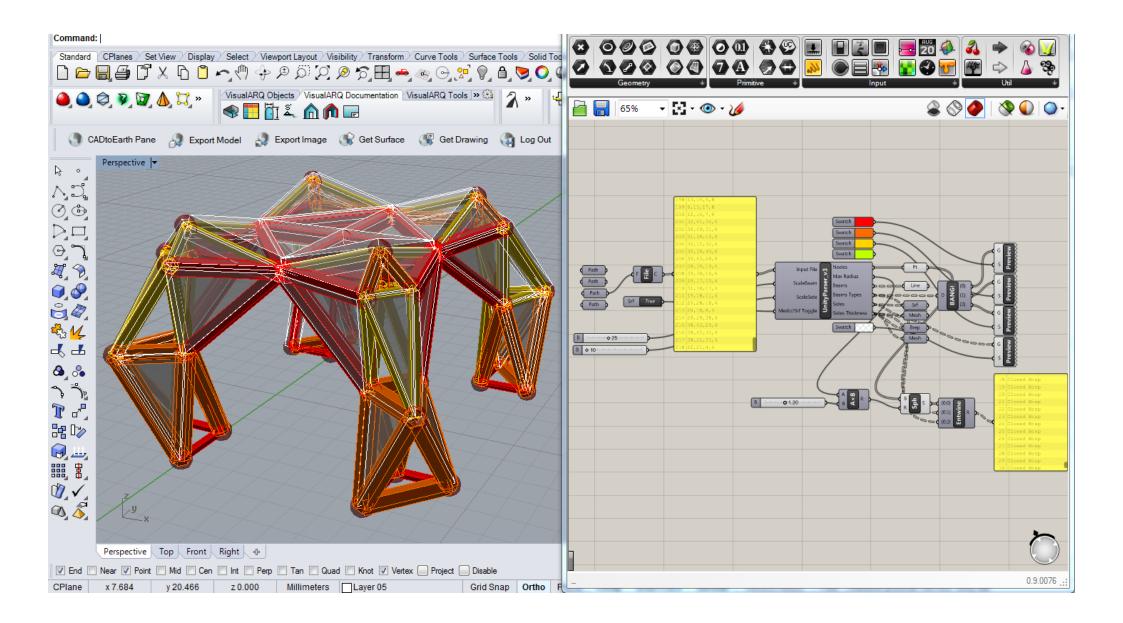


Junior Entreprise Ensta Bretagne group follow-up [Teaching]





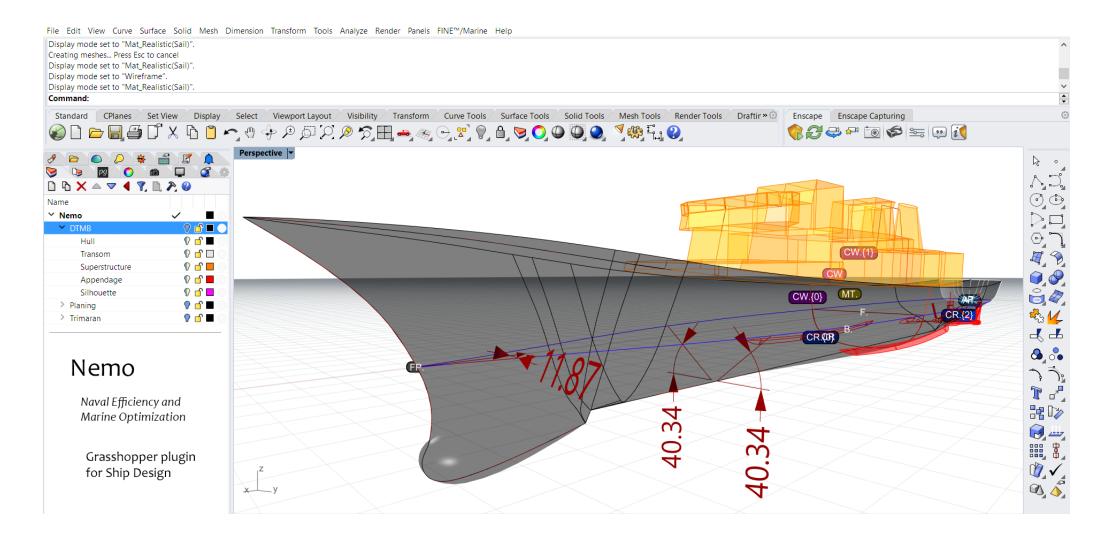
<u>DixieVR</u> Immersive Multi-User Simulation for Architectural Conception [Consulting]



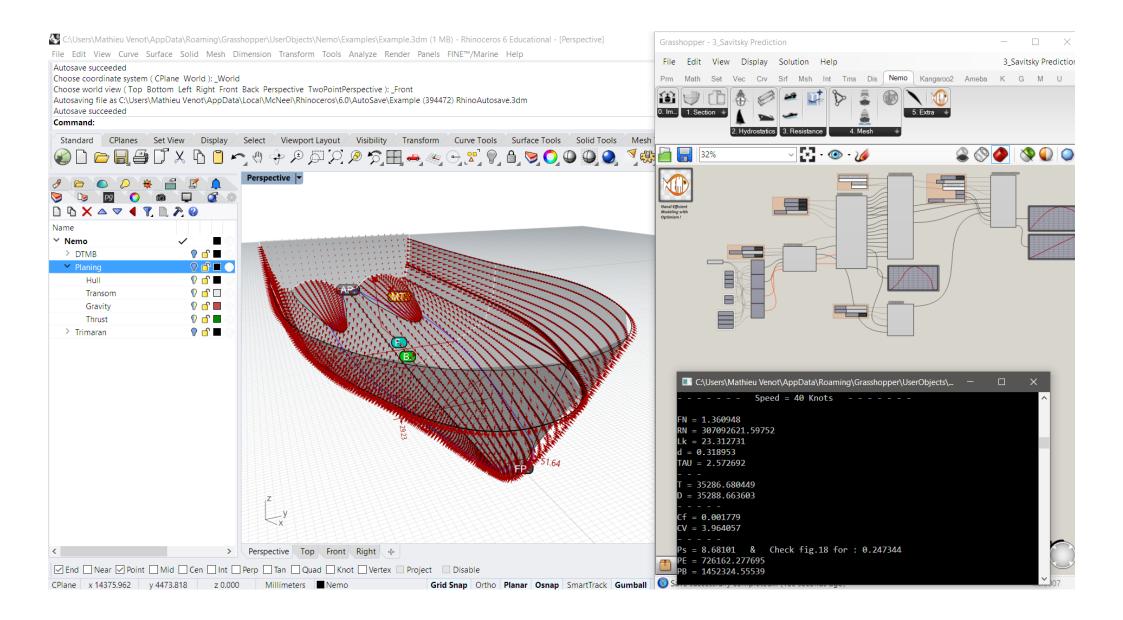


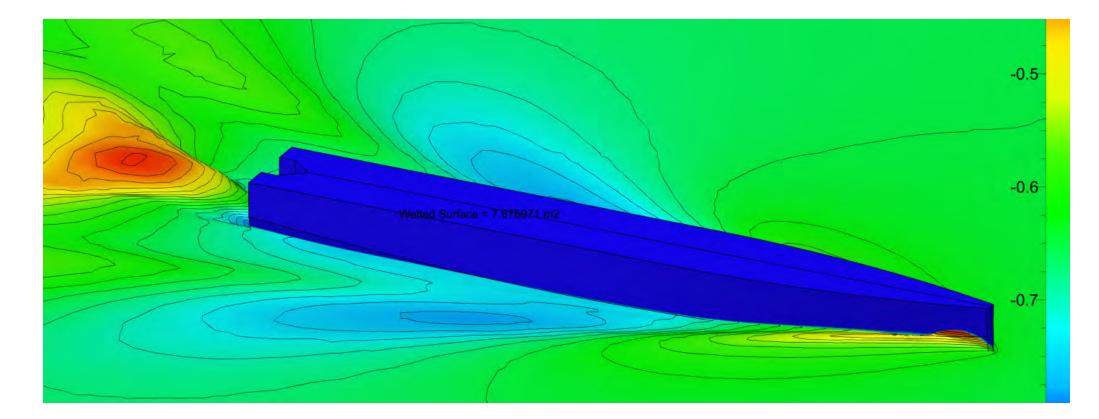
<u>Dixie Lab</u> Virtual Reality Experts, Architectural Research, Real-time Rendering [Consulting]



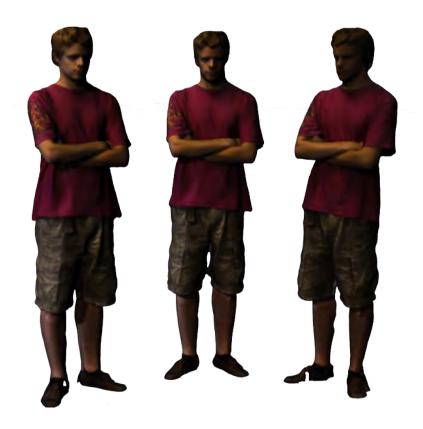


<u>Nemo</u> Grasshopper plugin for Ship Design [Consulting]





<u>mathieuvenot.com</u> Naval Architecture, Marine Engineering, Generative Design & Interactive Rendering [Consulting]





<u>Windsurfing</u> Seas and lakes [Lifestyle]





<u>RM 1050</u> Refit after struck bottom [Lifestyle]





<u>First 35</u> One year around the North Atlantic Ocean [Lifestyle]





<u>Coco 650</u> Parents skippers on mediterranean Classe Mini circuit [Lifestyle]





<u>Freycinet Barge</u> Home living, handmade interior and equipments installation [Lifestyle]



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