



Mathieu VENOT

Naval Architect Engineer, MSc
Born September 30, 1990

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Education

- Advanced Master's degree in Marine Engineering, Naval Architecture and Offshore {MSc} 2018
Ecole Nationale Supérieure de Techniques Avancées Bretagne (Brest)
- Ship Design profile, Double degree with the ENSA Paris La Villette (Paris)
IMANO 2018 SD - Naval Architecture DPEA
- Master's degree of Architecture {MArch} 2016
Ecole Nationale Supérieure d'Architecture de Paris Malaquais (Paris)
- Digital Knowledge department, with the Arts et Métiers ParisTech (Paris)
Materials & Additive Manufacturing module
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Experience

- Consultant / Mathieu Venot (Nantes) May 2013 -
Now
Naval Architecture, Marine Engineering, Interactive Rendering
- Co-founder / Dixie Lab (Paris) October 2015 -
March 2019
Virtual Reality & Digital Architecture
- Intern / Engineering School of Advanced Technologies of Brittany (Brest) April 2018 -
August 2018
"Nemo" Grasshopper plugin for Ship Design
- Workshop Leader / Design Modelling Symposium (Versailles) September 2017
"Virtual Immersive Architecture" workshop
- Workshop Leader / Fine Arts School of Tours Angers Le Mans (Le Mans) March 2017
Inter-disciplinary workshop
- Workshop Leader / Architecture School of Paris-Malaquais (Paris) September 2015 -
February 2017
"Robotic Interactivity", "Algorithm" and "Welcome to Senso/Rezo Museum" workshops
- Studio Tutor / Arts et Métiers ParisTech - ENSCI Les Ateliers (Paris) October 2016 -
January 2017
"XXL 3D Printing" research studio of ENSCI Les Ateliers
- Workshop Leader / Advances in Architectural Geometry (Zurich) September 2016
"Multi-User Robotics Simulation in VR applied construction" workshop
- Studio & Workshop Tutor / Architecture School of Paris-Malaquais (Paris) September 2013 -
September 2016
Third year project studio & Back to school and inter-semester workshops
- Intern / leFabShop (Paris) June -
August 2015
FabClub workshops & FabShop design studio
- Intern / EZCT Architecture & Design Research (Paris) July 2013
ArchiLab 2013 exhibition {FRAC Centre} (Orléans)
- Intern / Port Napoléon's Shipyard (Port-Saint-Louis-du-Rhône) July 2011
Maintenance and repairs on sailboats and speedboats

Skills

Softwares

CAD/CAM : ArchiCAD, AutoCAD, Fusion 360, Inspire, Rhinoceros3D, Grasshopper3D
(Concha, Enscape, HAL, Karamba3D, Orca3D, Scan&Solve, VisualARQ)
Naval : Cherie, ComposeIT, GHS, Fine/Marine, Maat Hydro, Mars2000, NavCad, Poseidon, XFLR5
DTP : Adobe CS (Acrobat, Illustrator, InDesign, Muse, Photoshop), LaTeX, Markdown
Rendering : Artlantis, Enscape, Rhinoceros3D, Unity3D, Unreal Engine
Scripting : Grasshopper (C#, Python), Processing (Java), Mathematica, Unity3D (C#)
Unreal Engine (Blueprint), Web Design (HTML, CSS)
VR : HTC Vive, Oculus Rift, Google Cardboard
OS : Mac, Windows, Linux (Debian, Ubuntu)

Digital Fabrication

3D Printing (Dremel, Makerbot, Stratasys, 3D Systems, Ultimaker, Zortrax)
3D Scanning (Asus, Microsoft, Photogrammetry)
CNC Milling (Shapeoko, ShopBot)
DIY (Arduino, Raspberry Pi)
Drone Prototyping (DJI, Parrot)
Industrial Robotics (ABB)
Laser Cutting (Epilog, Trotec)

Maritime Short Range Radio Operator Certificate (VHF)
Licences : Coastal, Inland (Boat) - Driving (Car)

Publications

DixieVR : Immersive Multi-User Simulation for Architectural Conception
Réseau Canopé, Technologie, n° 205 (ISBN 978-2-240-04143-2)

November 2016

Materials & 3d printing of assembly parts to architectural scale
Réseau Canopé, Technologie, n° 204 (ISBN 978-2-240-04135-7)

September 2016

Languages

English (Professional working proficiency) - French (Mother tongue)

Interests

CAD/CAM - Computation - Prototyping

Sailing - Windsurfing :

Sailing and convoying on Coco 650, Dufour 325, First 35, RM 1050, Cigale 16
Living on a Freycinet river barge

Travels :

One year around the North Atlantic Ocean on a sailboat