

Marco Luna

Documentary Filmmaker, Film Teacher, and Researcher

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<https://vimeo.com/user4078874>

Education

Master in Fine Arts: Studio Arts, Film Production

Concordia University, 2011

Bachelor in Communication Studies: Film Production

Católica University of Peru, 2004

Post-secondary Teaching Experience

Part-time Faculty

Mel Hoppenheim School of Cinema, Concordia University, 2019-2025

- FMPR239: Montage I – Exploration of narrative structure and editing techniques for films
- FMPR231: Filmmaking I – Development and production of cinematic short films
- FMPR398: Special Topics, Interactive VR Cinema – Production of short documentary VR films

Communications Studies, Concordia University, 2024

- COMS284: Moving Images I – Development and production of short films and video

Guest Lecturer

Mel Hoppenheim School of Cinema, Concordia University, 2017

- FMPR498: Interactive Documentary – Uses of immersive technology in documentary films
- FMPR366: Film Producing – Strategic funding for independent films

Teaching Assistant

Mel Hoppenheim School of Cinema, Concordia University, 2011-2015

- FMPR323: Documentary Approaches – Development and production of documentary films
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Research Experience

Researcher

Lab for Innovation in Teaching and Learning (LITL), Concordia University, 2023-2024

- Research on the use of Cinematic VR for education in the TESL program.

Conferences:

- Saltise 2022: "Active Learning through Virtual Realities and 3D Avatars: A Sneak Peek Behind the Scenes"
- Saltise 2024: "Emerging Technologies in Education: Shaping Potential, Managing Pitfalls"

Research Associate

Research Chair in Interactive Documentary, Concordia University, 2015-2021

- Development of interactive documentary projects and use of immersive technology

Conferences:

- - Wapikoni 2022: La XR dans le monde autochtone, réflexions sur l'accessibilité
 - - Immersivity and Technological Innovations Conference, 2021
 - - I-Docs 2018: Teaching and Learning Social Documentary Filmmaking: Collaboration, Co-Creation, and Social Engagement
 - - Yorkton Film Festival 2019: Future of Filmmaking, VR Round Table
 - - Yorkton Film Festival 2018: Understanding Interactive Filmmaking
 - - Cinemateca de Bogotá 2016: Interactive Documentary in Canada
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Professional Experience in Filmmaking and Immersive Technology

Technologist and Coordinator

Milieux, Immersive Reality Lab, Concordia University, 2019-2025

- Development of VR/AR projects and mentorship to students in new media technologies.

VR Mentor and Project Manager

Wapikoni Mobile, XR Artist Residency, 2021

- Designed workflows and partnerships to expose Indigenous artists to VR technology.

Teacher

Webster Library, Visualization Studio, Concordia University, 2018

- Conducted VR workshops for visual artists with no prior coding experience.

Post-Production and Technical Supervisor

Anote's Ark VR Doc, EyeSteelFilm, 2018

- Led post-production for a 360 video project, preparing equirectangular footage and integrating ambisonic sound for the Samsung Gear VR headset.

Co-Director and Writer

I Am the Blues, Interactive Web Doc, EyeSteelFilm, 2016

- Designed the user experience and led the production team.

Post-Production Technical Supervisor

I Am the Blues, EyeSteelFilm, 2015

- Supervised every post-production stage, from raw video acquisition to final DCP delivery.

Co-Director, Editor, and Writer

Turcot, Interactive Doc, Concordia University, 2014

- Developed user experience and editing workflow for the TURCOT documentary project.

Teacher in Filmmaking and Interactive Media

Wapikoni Mobile, 2011-2015

- Conducted immersive workshops on filmmaking and interactive media in First Nations communities.

Post-Production Assistant

Mel Hoppenheim School of Cinema, Concordia University, 2013-2014

- Enabled new digital cinema workflow using Clipster system, guiding students in the process.

Post-Production Supervisor and Editor

La Leçon de l'escargot, Como Punta, 2012

- Edited and supervised post-production for this feature film.

Post-Production and Webmaster

Homeless Nation, EyeSteelFilm, 2007-2010

- Edited and uploaded video footage for HomelessNation.org and provided video creation workshops.

Films and Virtual Reality Projects

Deseos de Casa

Director and Producer, 2021

- Highly immersive VR experience featuring volumetric video footage and 3D animations based on my daughter's stories.

Last of the Blues Devils VR

Co-Director, 2018

- Integrated historical recordings of blues musicians in a 3D immersive environment using rotoscope animation and photogrammetry.

Turcot Interactive Documentary

Co-Director, 2014

- Desktop interactive experience narrating the social impact of the Turcot interchange reconstruction.

Estatus

Director and Producer, Short Documentary Film, 2012

- Explored the struggles of foreign nationals with incorrect immigration status.

Cuando Todo Sucedió

Director and Producer, Feature Documentary Film, 2006

- Documented young victims' experiences of terrorist and military violence in Peru.

Pamashto

Director and Producer, Feature Documentary Film, 2003

- A family's experience with education and love in the Peruvian jungle.

Selected Festivals and Screenings

- Yorkton Film Festival, 2019
- I-Docs, 2018
- XIII Independent Peruvian Film Festival, 2014
- Latin Arte, 2013
- Rendez-Vous du Cinéma Québécois, 2012
- Festival International de Cine Social, 2008
- 17 First People's Festival, Présence Autochtone, 2007
- Open Frame International Film Festival, 2005
- Barcelona Human Rights Film Festival, 2005
- National TV Broadcast in TNP (Peru), 2006

Languages

- Spanish
- English
- French