

Charlie Hooper-Williams

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Experience

- 2019— CTO, *Wingman*
Fractional CTO for dating startup. Onshored MVP from agency; built and led a lean and effective team to expand the product internationally, delivering new features and reliability.
- 2022-24 Lead iOS Engineer, *Mountain Health Technologies*
Developed and improved telehealth app, protecting patient privacy and ensuring uptime and reliable communication with healthcare providers.
- 2018 Developer, *Here I am here I am (Synthetic community #1)*
Mesh-networked microcontrollers on exposed custom circuit boards. Boards communicate via light signals, resulting in emergent group behaviour as seen in cell colonies, forests, and human social networks. Supported by funding from and developed in collaboration with scientists at Wageningen University (NL).
- 2016-18 Lead iOS Engineer, *Homer Learning / Speakaboos*
Led mobile engineering team in the transition to Swift, through acquisition by another education company, and integrated successfully into their team structure.
- 2015-16 Developer, *Cuddlr*
Digital-tech intervention; an app that let users find a stranger to cuddle with. By privileging physical closeness over overt sexuality, Cuddlr asked participants to reconsider their social scripts around intimacy. Over 250,000 participants + media attention worldwide (Guardian, New York Times, Salon, BBC, CBS, NBC, CBC, NPR, MTV). Developed in collaboration with Vancouver artist Jeff Kulak.
- 2012-14 iOS Developer, *Shazam*
Developer on world's leading music and television recognition app. Sole developer for "listening" animations. Later acquired by Apple, during my time there the app was featured by Apple on television ads, in the App Store, in physical stores globally and at Apple's WWDC developer conference. Average ★★★★★½ rating and over 250 million downloads.
- 2012 Audio developer, *danceroom Spectroscopy*
Created multichannel 3D spatial sound for a multi-participant motion-driven sound-and-visuals installation inspired by research on subatomic particles' properties and interactions. Exhibited at Arnolfini (Bristol), Barbican (London), the London 2012 Cultural Olympiad, ZKM | Centre for Art and Media Technology (Karlsruhe), and the World Science Festival (NYC). Won 2014 UK National Research Engagement Award, 2013 Media Innovation Award for Best Installation, and Honorary Mention for the Prix Ars Electronica.
- 2010-11 Developer, *SingSmash*
iPhone/iPad game controlled by live singing input. Featured in BBC Music Magazine, Classic FM and on ITV; ★★★★★½ rating and enthusiastic user base
- 2010 Composer/programmer, *e to one million places*
Composition for live, prerecorded and generative video, electronics and piano. Written at Britten/Pears Foundation's New Music/New Media residency under Tod Machover (MIT Media Lab). Performed at King's Place, Hall One (London) and Faster than Sound at TEDxAldeburgh.

Academia

- 2012 University of Cambridge MPhil (Distinction), Centre for Music and Science
- 2006-10 Columbia College (Chicago) Lecturer, MFA Music Composition for the Screen
- 2001-03 Northwestern University (USA) Faculty, School of Music
- 2001 Northwestern University (USA) Bachelor of Music, Piano Performance

Awards

- 2022 *Creative Business Growth Fund*, West England Combined Authority
- 2021 *CreaTech 100 Ones to Watch*, UK Creative Industries Council
Do It Differently fund, Help Musicians UK
Developing Your Creative Practice (DYCP), Arts Council England

		<i>Creative Freelance Fund</i> , UK Research and Innovation (UKRI)	
		<i>Recovery Fund</i> , The Studio at Palace Yard Mews, Bath Spa University	
2019		Project Grant, Arts Council England	
2012		<i>Rising Star</i> award, Cambridge University's <i>Festival of Ideas</i>	
2010		Cultural knighthood <i>Ritari Hyvämielksi</i> (Finland)	
2001		Jury prize for performance of new music, 2nd Shostakovich International Piano Competition (St. Petersburg, Russia)	
Speaking	2019	<i>How I see music using code</i>	TEDxBath
	2018	<i>Biomimetic Electronics</i> , Computational Neuroscience Unit	University of Bristol
		<i>Never give up on quitting</i>	TEDxWageningenUniversity
		<i>Biomimetic Electronics</i>	Pervasive Media Studio (Bristol)
	2017	<i>Public-key encryption explained</i>	QTalks (Bath)
	2015	<i>Tips for the Ethical Time Traveler</i>	Bath Skeptics
	2014	<i>Si! Si! Si! How the leading tone creates desire in music</i>	QTalks (Bath)
		<i>Our Music Reflects the Reality We Expect</i>	QTalks (Bath)
	2013	<i>Sing for the Win: A ludic, immersive approach to teaching musicality</i>	musicLearningLive (Singapore)
	2012	<i>Embodied Musical Gesture as a Game Controller</i>	ICMPC/ESCOM
		<i>A Digital Game-Based Model for Learning Musicality</i>	Anglia Ruskin (Cambridge)
Residencies	2021	Britten-Pears Arts	
	2020	The Studio at Palace Yard Mews, Bath Spa University	
	2018	Wageningen University & Research (Netherlands)	
		MusicTechFest Labs (Stockholm)	
	2017	Smedbyn (Jönköping, Sweden)	
	2011	Pervasive Media Studio (Bristol)	
	2010	Arteles (Haukijärvi, Finland)	
		Díónýsía (Bíldudalur, Iceland)	
		Britten-Pears Centre: New Music New Media (Aldeburgh)	
	2009	MusicX (Switzerland)	
	2002	Aspen Music Festival (USA)	
Outreach & Teaching	2021-24	Creative coding workshops (various venues)	
	2019-20	Creative-coding workshops, Knowle West Media Centre (Bristol)	
	2014-15	<i>CodeFirst:Girls</i> instructor for university-enrolled women interested in learning to code (Bath)	