

DAVID ROLLINSON

Creative Technologist (they/them)

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📍 London

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I am a highly creative computational artist-designer with 3 years' experience in collaborative creative technology projects. Proficient in electronics, graphics, software, and web programming, I take pleasure in designing generative systems to streamline iterative workflows. My competency in systems integration enables me to craft technically and conceptually rich, performant interactive work with a strong grasp of emerging technologies. **References are available upon request.**

WORK HISTORY

- **Technical Assistant for Animated Features | Jellyfish Pictures** – 08/2023 – Present.
ShotGrid, Jira and Excel for task management, documentation and support.
Bespoke tool development for anim. artists using Python for Houdini Solaris. Fixes and QC for surfacing, lighting, CFX departments.
Projects TBA for clients such as Netflix and DreamWorks.
- **Freelance Creative Technologist | Southeast London** – 09/2022 – Present.
Web development using JavaScript frameworks and headless CMS, optimising for SEO.
Audio-visual systems design and development using C++, Java, GLSL, Blender.
Production responsibilities; authoring treatments, speculative budgeting for projects circa £40k, and client negotiation.
Full-stack engineer for Digital Arts platform launching Q4 2023, affiliated with Goldsmiths Digital.
Project management in Asana, mentoring 3 Goldsmiths students in web design and development.
- **Creative Technologist in Residence | The Beams, Centre for New Culture** – 03/2023 – 06/2023.
'Delta Functions' public arts residency, providing an introduction to computational arts practice for a gallery audience.
Chaired hybrid online-offline symposium and Q&A with industry professionals across 4 time-zones.
Designed audio-visual marketing material for socials, authoring showcase press-release and schedule.
Prototyped interactive artworks to later exhibit, using Processing, GLSL, Stable Diffusion, Arduino & PureData.
Devised new modes of engagement using computer vision, OSC network protocols & visual programming language scripting.
Led skill-share workshop, teaching GLSL & GPU architecture to residency members.
- **Artist Technical Assistant | The Beams, Centre for New Culture** – 03/2023 – 06/2023.
Assisting artists Kimchi&Chips and Rosa Menkman on, 'Cyclops Retina: Light Barrier 2.4'.
Calibration for light projections onto large-scale mirror array. Graphics development using Stable Diffusion, Blender, Adobe AE, Premiere and OpenFrameworks, exploring 4D geometries and emergent technologies.
- **Digital Arts Exhibition Co-Curator | Bargehouse Gallery, Southbank** – 01/2022 – 05/2022.
Collaboratively established a conceptual framework and visual identity, leading to my authoring the exhibition positioning statement.
Coordinated on/offline marketing content and strategy, generating 1000+ social impressions.
- **Computing Department Representative | Goldsmiths, University of London** – 09/2019 – 09/2021.
Collaborated with department to define key learning metrics, identifying scopes to enhance overall study.
Spoke publicly, delivering informative presentations to prospective department applicants.

SKILLS AND TECHNICAL KNOWLEDGE

- **Programming languages:** C++ , OpenGL (GLSL), Unity (C#), Python, Web (Vue, Next.js, Strapi CMS) & Git versioning.
- **Advanced Arduino:** OOP, proto-threaded latency reduction, power management in creative installation contexts.
- **OpenFrameworks (C++):** 3D programming, UX design, systems integration: Kinect SDK, Ableton Live, Arduino, Sensors, GLSL.
- **Shader Programming:** in GLSL: hash noise algorithms, raymarching. Extending GLSL using Processing/C++ & external sensor inputs.
- **Blender and Autodesk Fusion modelling:** procedural shading, modelling (geo nodes) & rendering in Cycles.
- **Industry Standard Systems:** Adobe CC Suite, Ableton Live, Rhino Grasshopper, Cloud Computing.
- **Soft Skills:** communication, adaptability, critical thinking, troubleshooting & problem solving.

EDUCATION

- **BSc Computational Arts | Joint Hons. in Creative Computation and Critical Theory.**
First Class Hons. at Goldsmiths, University of London. Sample of classes taken: Critical Arts Studies, Machine Learning, Computer Graphics (GLSL), Digital Media Studies, Advanced Audio-Visual Programming, Physical Computing, Numerical Mathematics.
- **UAL Foundation Diploma in Fine Art | XD Pathway for Installation Design.**
Full-marks Distinction at Hereford College of Art. Received 'College Award 2019' for Creative Originality & Outstanding Development.
- **A-Levels in Economics, Mathematics and Linguistics.**

PROJECTS

- **Developed custom SPA websites** - content writing, Figma user flow, wireframing, programming, optimizing for SEO & deployment.
- **Designed an interactive liquid-sculpture work** - for public exhibition, utilizing Arduino electronics & custom DAW audio plugin (C++).
- **Conceived a mini-portfolio of 8 browser-based ML artworks** - demo-ing ML models & systems: ml5.js, p5.js, HTML and TensorFlow.
- **Developed several short web games** - narrative conception, wireframing, progression mechanics, programming and deployment.
- **Exhibited public installation project** - interactive multimedia artwork, inc. woodwork, 3D printing, electronics, StyleGAN video, 3D programming using depth data from structured light camera. Displayed at Bargehouse Gallery, Southbank May '22.

INTERESTS include the built environment, ML creative applications, electronics & electronic music performance, classical flute.

