DAVID ROLLINSON

Creative Technologist (they/them)
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Future-focused, conscientious, and highly creative computational artist and designer with several years' experience in creative technology projects and collaboration, interfacing multiple technologies together. An extremely conscientious, rapid learner who enjoys going beyond the call of duty in developing inventive solutions to problems. Particular interests include electronics, innovative applications for machine learning, vital materialism and the built environment.

SKILLS AND TECHNICAL KNOWLEDGE

- **Programming languages:** C++ , OpenGL (GLSL), 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, unifying soft + hardware frameworks: Kinect SDK, Ableton Live, Arduino, Sensors, GLSL.
- **Unity Scripting in C#:** undertaking short personal games projects – OOP.
- **Shader Programming:** in GLSL, hash noise algorithms, raymarching. Extending GLSL interactivity 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.

WORK HISTORY

- **Freelance Creative Technologist | Southeast London** – 06/2022 – Present.
  Developed audio-visual systems for creative commissions in C++. Graphics systems in Java, GLSL and Blender (see portfolio). Fledgling VR exploration in Unity. Web development in Vue.js and Next.js using headless CMS.
- **Creative Technologist in Residence | The Beams, Centre for New Culture** – 03/2023 – 06/2023.
  'Impure Functions' - audience-facing residency with UCLA Conditional Studio, aiming to communicate and demonstrate digital arts practice live to a public audience. Rapid prototyping of interactive artworks to exhibit using Processing, GLSL, Stable Diffusion, Arduino & PureData. Compiled and authored showcase press release and schedule. Created and handled audio-visual marketing material for socials. Led skill-share workshop, teaching GLSL & GPU architecture to compeers.
- **Artist Technical Assistant | The Beams, Centre for New Culture** – 03/2023 – 06/2023.
  'Cyclops Retina: Light Barrier 2.4' - assisting Studio Kimchi & Chips with calibration of light projections onto large scale mirror array. Stable diffusion, Blender, Adobe AE, Premiere and OpenFrameworks graphics development. Negotiating fire safety assessment timeline with technician crew. Equipment inventorying.
- **Digital Arts Show Co-Organiser | Goldsmiths, University of London** – 01/2022 – 05/2022.
  Authored exhibition positioning statement, oversaw development of a cohesive aesthetic identity, prioritized group tasks to a strict gallery deadline. Strengthened online presence via regular posting, generating 1000+ impressions.
- **Student Representative | Goldsmiths, University of London** – 09/2019 – 09/2021.
  Collaborated with department to define key learning metrics, identifying scopes to enhance overall study.
- **Sales Associate in Luxury Fashion | Déjà Vu Boutique, Malvern** – 02/2017 – 01/2018.
  Managed dress agency appointments, revitalised customer experience by rearranging store layout.

EDUCATION

- **Goldsmiths College, University of London | Bachelor of Science**
  Joint degree in Fine Art and Creative Computing (BSc Computational Arts) – First Class Hons, 08/2022.
- **Hereford College of Arts | UAL Foundation Diploma**
  Fine Art (XD Pathway) – Full-marks distinction, 06/2019. Awarded 'College Award 2019' for Outstanding Development and Creative Individuality.
- **Hereford Sixth Form College | A-Level Economics, Mathematics, Linguistics** – 07/2018.

PROJECTS

- **Conceived a mini-portfolio of 8 browser-based ML artworks,** demonstrating different ML models & systems – using browser-based ml5.js, p5.js, HTML and TensorFlow.
- **Developed several short hypermedia games experiences** for web, from narrative conception, wireframing and progression mechanics through to programming and deployment.
- **Conceived and exhibited an installation artwork** utilizing Arduino electronics and a custom audio plugin.
- **Public installation project** – conceptualised, designed and created multisensory installation artwork, inc. woodwork, 3D printing, custom electronics, StyleGAN2-ADA (PyTorch ver.) video, programmed 3D interactive graphics using live LIDAR data from Xbox Kinect. Exhibited at Bargehouse Gallery, Southbank May '22.