DAVID ROLLINSON

Creative Technologist (they/them)

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📍London *(open to city relocation)*
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I am a highly creative computational artist-designer, graduating BSc Computational Arts '22 with 3 years' experience in collaborative creative technology projects. Proficient in electronics, graphics, software, and web programming, I take pleasure in designing efficient 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. As a conscientious and rapid learner, I consistently go beyond expectations to devise inventive solutions to challenges. **References are available upon request.**

WORK HISTORY

- **Freelance Creative Technologist for Creative Commissions | Southeast London** – 06/2022 – Present.
  - Developing software and web-based audio-visual systems using C++, Java, GLSL, Blender (see portfolio link above).
  - Web development in Vue.js and Next.js using headless CMS, with attention to SEO and best practices.
  - Production responsibilities; authoring treatments, speculative budgeting for projects circa £40k, and client negotiation.
- **Creative Technologist in Residence | The Beams, Centre for New Culture** – 03/2023 – 06/2023.
  - *'Delta Functions'* - audience-facing residency, communicating and demonstrating digital arts practice live to a public audience.
  - Rapid prototyping of interactive artworks to exhibit using Processing, GLSL, Stable Diffusion, Arduino & PureData.
  - Devised new modes of audience engagement using computer vision, OSC network protocols & visual programming language scripting.
  - Led skill-share workshop, teaching GLSL & GPU architecture to residency members.
  - Chaired hybrid online-offline symposium with industry professionals across 4 time-zones.
  - Designed audio-visual marketing material for socials, authoring showcase press-release and schedule.
- **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.
  - Graphics dev. using Stable Diffusion, Blender, AE, Premiere and OpenFrameworks, exploring 4D geometries and emergent technologies.
- **Digital Arts Exhibition Co-Producer | Goldsmiths, University of London** – 01/2022 – 05/2022.
  - Authored positioning statement & oversaw development of a cohesive aesthetic identity, prioritising tasks to external deadlines.
  - Strengthened online presence by developing engaging & consistent content generating 1000+ impressions.
- **Student and 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.
- **Sales Associate in Luxury Fashion | Déjà Vu Boutique, Malvern** – 02/2017 – 01/2018.
  - Managed dress agency stock and appointments. Identified and rectified customer experience bottlenecks to boost sales.

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, systems integration: 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 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 Immersive Experience 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 -** developed multidisciplinary installation artwork, inc. woodwork, 3D printing, Arduino electronics, StyleGAN video, 3D interactive graphical programming using depth data from structured light camera. Displayed at Bargehouse Gallery @ Oxo Tower, Southbank May '22.

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