

DAVID ROLLINSON

Creative Technician (they/them)
davrc.me@gmail.com

📍 London
Telephone → +44 7588 580080
Portfolio → <https://devushkabeam.dev>
LinkedIn → www.linkedin.com/in/rollinson-david

I am a creative technology professional with 3 years' experience in both supporting and co-ordinating collaborative projects across feature film, fine arts and new media. My proficiency in programming and various DCC software enables me to enhance production pipeline efficiency through effective support, troubleshooting, debugging, and the development of automation and validation tools. I have a proven track record of working alongside project stakeholders to deliver solutions that meet production requirements and assist artists, documenting essential company knowledge and toolsets along the way. **References are available upon request.**

WORK HISTORY

- **Show ATD for Animated Features | Jellyfish Pictures** – 08/2023 – Present.
 - Bespoke Python tool development for process automation and data validation.
 - Houdini SideFX developer liaison to find workarounds to bugs present in Solaris, cutting memory overheads up to $\frac{1}{4}$ show-wide.
 - Fixes and QC for surfacing, lighting, CFX departments. ShotGrid(Flow) and Jira for task management, documentation and support.
- **Freelance Creative Technologist | Southeast London** – 09/2022 – Present.
 - Full-stack web development using JavaScript frameworks and SQL, optimising for SEO.
 - Audio-visual design and shader development using C++, Java, GLSL, Blender for installations and publications.
 - Production responsibilities; authoring treatments, speculative budgeting for projects circa £40k, and client negotiation.
- **Artist TA | 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 and OpenFrameworks, exploring 4D geometries and emergent technologies. Editing in Premiere Pro.
- **Creative Technologist in Residence | The Beams, Centre for New Culture** – 03/2023 – 06/2023.
 - '*Delta Functions*' public arts residency, involving talks and workshops for the public.
 - 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, network protocols & visual programming language scripting.
- **Digital Arts Co-Curator | Bargehouse Gallery, Southbank** – 01/2022 – 05/2022.
 - Collaboratively established a conceptual framework and visual identity, leading to my authoring various promotional materials including public exhibition positioning statement.
 - Coordinated on/offline marketing content and strategy, generating 1000+ social impressions.
 - On-site get-in and get-out assistance.

SKILLS AND TECHNICAL KNOWLEDGE

- **Languages:** Python, C++ , GLSL, Javascript. Version control in Git.
- **3D Programming and Shaders:** using Openframeworks (C++) and GLSL. Systems integration: Kinect SDK, Ableton, Arduino, Sensors.
- **Blender + Houdini:** procedural shading, modelling and FX. Rendering in Cycles and Karma.
- **Industry Standard Tooling:** Pixar USD, Houdini, Nuke, Mari, Adobe CC, Autodesk Shotgrid, Thinkbox Deadline and Atlassian Suite.
- **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:** demoing ML models & systems: ml5.js, p5.js, HTML and TensorFlow.
- **Authored an essay for CLOT Magazine:** an arts-technology online publication. Article can be read [here](#).
- **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.