

DAVID ROLLINSON

Creative Technologist (they/them)
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📍 London *(open to city relocation)*

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Future-focused, conscientious, and highly creative computational artist and designer with several years' experience in creative technology projects and collaboration. Enjoys interfacing multiple technologies together to create feature-rich interactive work. An extremely conscientious, rapid learner who enjoys going beyond the call of duty in developing inventive solutions to problems.

References 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.
 - Production responsibilities such as authoring treatments, speculative budgeting, and client negotiation.
- **Creative Technologist in Residence | The Beams, Centre for New Culture** – 03/2023 – 06/2023.
 - 'Impure 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.
 - Led skill-share workshop, teaching GLSL & GPU architecture to compeers.
 - Compiled and authored showcase press release and schedule. Created and handled audio-visual marketing material for socials.
- **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 Exhibition Co-Organiser | 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 appointments and stock, boosting sales by identifying and rectifying customer experience bottlenecks.

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.

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

- **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.
- **Conceived and exhibited an installation artwork** - utilized Arduino electronics and custom DAW plugin for public exhibition.
- **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 structured-light data from Xbox Kinect. Exhibited at Bargehouse Gallery, Southbank May '22.

INTERESTS include the built environment, electronics, creative applications for ML, eastern European history and classical flute.