

# David Rollinson

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

Telephone → +44 7588 580080  
Portfolio / GitHub(s) → <https://tinyurl.com/davidroll>  
LinkedIn → [www.linkedin.com/in/rollinson-david](http://www.linkedin.com/in/rollinson-david)

Future-focused and conscientious recent graduate in Computational Arts with several years' experience in creative technology projects, collaborative arts, and customer-facing hospitality. An extremely conscientious, rapid learner who goes beyond the call of duty in tackling problems. Particular interests include electronics, creative applications for machine learning, vital materialism and the built environment.

## Skills and Technical Knowledge

- **Programming languages:** JavaScript, C++ , OpenGL (GLSL), C#, Python, HTML, Vue.js, Git versioning.
- **Advanced Arduino:** designing and building custom electronics for arts installation projects. Object Oriented Programming and Protothreading to reduce latency on single core processor.
- **OpenFrameworks (C++):** 3D environment programming and interaction design, combining various soft and hardware frameworks such as Microsoft Kinect SDK, Ableton Live, Arduino and GLSL.
- **Unity Scripting in C#:** undertaking short personal games projects, thorough use of OOP.
- **Shader Programming:** in GLSL, using hash noise algorithms and raymarching.
- **Blender and Autodesk Fusion modelling:** procedural shading and rendering in Blender Cycles.
- **Industry Standard Systems:** Adobe CC Suite, Ableton Live, Rhino 7, Cloud Computing.

**Soft Skills:** communication, adaptability, critical thinking, troubleshooting and problem solving.

## Work History

- **Artist Technical Assistant | The Beams, Centre for New Culture** – 03/2023 – Present.  
Assisting Studio Kimchi & Chips with Rosa Menkman on '*Cyclops Retina: Light Barrier 2.4*'. Negotiating install timelines with production crew. Assisting calibration of light projections onto large scale mirror array. Graphics development using cloud computing stable diffusion, Blender, Adobe After Effects and OpenFrameworks. Video editing in Premiere Pro.
- **Freelance Creative Technologist | Southeast London** – 06/2022 – Present.  
Developed audio-visual systems for creative commissions in C++ using OOP classes and memory management to increase efficiency. Graphics systems in Java (using matrices transforms, see portfolio), GLSL and Blender. Fledgling VR exploration in Unity game engine (C#). Web development in Vue.js .
- **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 through regular student project updates, generating a reach of 1000+ social media accounts.
- **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**, each demonstrating different machine learning models and systems – programmed in ml5.js, p5.js, HTML and TensorFlow.
- **Developed several short hypermedia games experiences** programmed in JS and HTML5, 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 delay plugin for Ableton Live, making use of OOP and integer arrays as audio buffers.
- **Public installation project** – conceptualised, designed and created a multisensory installation artwork encompassing woodwork sculpture, 3D printing, physical computing electronics, StyleGAN2-ADA (PyTorch ver.) video utilizing multiple large-scale datasets and programmed 3D interactive graphics utilizing live LIDAR data from an Xbox Kinect. Exhibited at Bargehouse Gallery, Southbank May '22.