

Libby Odai

Skills

Programming

VR/AR development
Project Management
Kinect/computer Vision
Animation 2D/3D
Arduino/Circuitry

Marketing

HTML email campaigns
(Mailchimp/SendinBlue)
SEO, Event planning

Design

Adobe Creative Suite

App Development

iOS - Swift
Android - Java
Windows - C++

Web

HTML 5, CSS, Javascript,
Node, Wordpress

Office

Microsoft Word, Excel,
Powerpoint, Outlook

Misc

PVG Check
Full Clean Driving Licence

Education

Jun 2017 - Nov 2017
Kingston University
Msc Embedded Systems

Sep 2013 - July 2016
Bournemouth University
BA (Hons) Digital Media Design
First Class

Sep 2012 - August 2013

Libby Odai

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www.libbyodai.co.uk

Breaking the barriers between the physical and digital realms.

Using traditional practice and craft I aim to actualise technological concepts in an accessible way.

Projects can be found on my website at the link above.

Freelance/ Digital Artist/Digital Designer/Developer

November 2017 - Present, Glasgow

Creating creative digital projects for commissions and clients.

- Creating digital/ robotic installations for commissions
- Producing and pitching personal projects and performances
- Creating websites and graphics for a variety of small businesses, charities and freelancers
- Outreach workshops and talks on digital education

Sugar and Spin Skate Crew/ Founder/Co-Owner

July 2018 - Present, Glasgow

Founder and Owner of Sugar and Spin, a rollerskating coaching and performance business.

- Planning and running workshops, events and classes for all ages
- Performing for public events and screen
- Engaging communities and promoting physical well-being

Glasgow School of Art / Technician /Guest Lecturer/ Teaching Assistant (Product Design/ Communication Design/ Design Innovation)

Nov 2020 - Present, Glasgow

Providing technical support for students as well as running workshops and supporting seminars.

- Supporting and problem solving students' creative coding projects
- Designing and producing creative coding curricula and leading workshops
- Lecture and workshop series on digital colonialism

Soundplay Dome/ Maker/Workshop Facilitator

Oct 2020 - Present, Glasgow

Prototyping and delivering interactive exhibits for family events, focusing on children with additional support needs.

- UX/UI design, prototyping and testing for new interactive equipment
- Developing new equipment using Arduino/raspberry Pi

Bournemouth University
BA (Hons) Computer
Visualisation and Animation

Aug 2011 - May 2012
Leeds College of Art
Foundation Diploma in Art
and Design

Merit

Sep 2009 - July 2011
Greenhead College
A Level
Mathematics - A
Chemistry - A
Spanish - B
AS Level
Art and Design - A
Biology - A

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Awards/Achievements

"Best in Performance Art" prize at
Hacksmiths

Graphic Designer for Team
Romania for Roller Derby World
Cup

Best in Game Design on Adobe
Generations course

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Hobbies

Marketing Director for Starlight
Synchronised Ice Skating Team

Former skater for Glasgow Roller
Derby (A top 50 team in Europe)

Head of Training for Glasgow
Roller Derby

Interleague Director for Glasgow
Roller Derby

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References are available on
request

- Testing and evaluating new methods of delivery on different audiences

Civic Digits / Creative Technologist

Jan 2020 - August 2020, Across Scotland

Developing and delivering data visualisation workshops using a dynamic modular robotic interface in secondary schools across Scotland.

- Teaching computer and data science concepts to S1-S2 pupils.
- Production of robotic interface with Design Informatics team (3D making, Node Red programming, Arduino programming, HTML/CSS)
- Development of interactive online theatre show during the Covid-19 pandemic
- Access and audience engagement evaluation

Sensatronic Lab/ Workshop Assistant/Maker

June 2019 - Feb 2020, Glasgow

Workshop Assistant for Sensatronic Lab, a project using robotics as a creative outlet for young people with additional support needs

- Creating digital resources (online music workshops and interactive apps)
- Supporting service users and caregivers during music and movement support sessions
- Running demonstrations and fixing technical issues
- Outreach projects, coaching children during tech workshops

University of Edinburgh- Department of Digital Education/Design Informatics/ Research Assistant/Workshop Assistant

January 2019 - October 2019, Edinburgh

Research assistant for Magic Cloud project (a digital soft toy product) and Wall Vis project (a modular robotic data wall visualisation)

- Fixing and improving demonstration hardware/software
- Project management, setting and updating project timelines.
- Sourcing and negotiating technical materials for project
- Public outreach, running open workshops and digital education.

Shazam Entertainment Ltd / Junior Regression Tester

November 2016 - May 2017, London

Ran regression tests as well as UX testing on new AR/VR products.

- Managed and maintained project error databases
- Trained new members of the team on testing database software
- Coaching coding workshops with Codebar.io

Rhythm Digital/ Junior Developer

May 2015 - September 2015, Manchester

Provided Graphic Design, Illustration and C++ programming for client projects.

- Produced demo application for Intel to showcase Real Sense camera.
- Provided illustration and graphic design work for interactive displays for the V&A and House of European History

Installations and Performances

"Is Anybody There?"

Performer/Artist

Online roller skating/robotics artist development performance exploring connection through digital means

January - present, Online/Glasgow

"Tramway:VR Create Reality"

Producer/Artist/Curator/VR Technician

Online VR showcase of performance and visual art consisting of Ashanti Harris, Natasha Ruwona and Purina Alpha

January - October 2021, Online

"Ghosts"

Creative Consultant

AR audioplay app experience, produced my NTS and Adura Onashile

April - May 2021, Glasgow

"The Big Data Show: Online"

Creative Technologist (technical and audience research and development)

Online theatre show with mobile phone interaction

August - October 2020, Online

"We are Essential"

Artist

Robotic Sculpture for BLM Mural Trail

July- September 2020 -, City Art Gallery

"Brew"

Director + Creative Producer

A work in development as part of the SURGE Outdoor Performing Arts Bursary A rollerskating/robotics performance exploring technology and femininity

April 2020 - ongoing, Glasgow

"Teach the Machine"

Artist + Creative Producer

An interactive AI dance wall using vogue to highlight inequalities in AI

November 2019, DanceBase Edinburgh

"Swap Market Exchange Rate"

Participatory Artist/Programmer

A robotic installation showing the "exchange rate" of the swap market

July 2019, Plat:form Glasgow

"Tyranny of the Default"

Lead Researcher/Artist

A participatory skate dance lecture on inequality in digital media

July 2019, Plat:form Glasgow

