

Lily Montague

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Currently

Final year student of BSc(Eng) Creative Computing Degree (Design Pathway), at Queen Mary University of London, School of Electronic Engineering & Computer Science, averaging 83.

Design Experience

Freelance Visual Designer, 2 years experience

My commissions include album artwork, concert posters and websites which I code using Processing and HTML.

In May 2022 I had my debut exhibition with the painter Cosima Ross in London. I showcased my digital design, ran coding workshops and designed and published a magazine called The Directory to accompany the exhibition. Cosima and I then curated a group show in January 2023 at [Koop Projects](#) for which I designed a second publication.

Publications

Collaboration on the Tracks: Ethnographically-Informed Design for Computer-Assisted Music Collaboration between Producers and Performers. C&C '23: Proceedings of the 15th Conference on Creativity and Cognition. June 2023. Pages 391-392.

Projects

The Memory Project at The Royal London Hospital, ongoing

For the Emergency Department, I am designing a system to better integrate the wisdom gained through experience into the junior doctor training to help doctors learn from previous cases.

Software Design with GOMID, ongoing

By conducting an ethnography on the band GOMID, I am designing software supplementary to the Cubase DAW to aid interaction between producers and performers during composition. The software will help the performer to navigate the project, play and pause sections of audio playback.

Centre of the Cell at Blizard Institute STEM Pod, 2022

Within a team of four, I project managed a projection mapping commission for [The Centre of the Cell](#) STEM Pod, the first public educational centre in the world located within biomedical research laboratories. We wire-framed the design alongside the founders and brought it to the animation stage.

Interactive Tracing Paper with The Vawdrey House, 2022

Managing a team of five, I co-designed digital tracing paper to aid collaboration between architects designing remotely. The research was conducted with The Vawdrey House architectural practice. Using Arduino and Processing, RFID tags were used to demonstrate how tracing paper with embedded tags could be used to track movement and gesture.

Accessible Clothing with SCOPE UK, 2021

Designing a journey for the user that moulds to the flexibility of the weather, in a group of four we designed a waterproof jacket for those with cerebral palsy. Working alongside the charity [Scope UK](#), we collaborated to improve the experience of protecting oneself from the rain.

Freelance Experience

Freelance Manager, Promoter, Booker and Musician, 4 years experience

I manage my own music career, performing regularly in the UK. In July 2022 I played HÁTÍÐNI festival in Iceland. I curated the Icelandic Takeover at The Windmill Brixton in December 2022, flying over three bands from Reykjavik. Managing the London based band [The Oozes](#), I booked gigs, festivals and managed their social media in 2019. I was the London booking agent for the Bristol band [Wych Elm](#) in 2019.

Student Ambassador QMUL, 2 years experience

Helping others with the university experience and supporting my tutors to promote the course to prospective students, I was chosen by the university as an ambassador of my course and have been in the role for three years.

Education

BSc(Eng) Creative Computing, Design Pathway

Queen Mary University of London, School of Electronic Engineering & Computer Science, averaging 83
September 2020 - May 2024

Foundation Diploma in Fine Art, Sculpture at UAL Camberwell with Merit

Completed a Masters module in Creative Computing at the Fachhochschule Dortmund in Germany taught by Tim Rodenbröcker

Key Modules

Design Studio

Research Practice

Creating Interactive Objects

User Experience Design

Sound Design

Design for Human Interaction

Skills

Adobe Suite, Apple Suite, CSS, Design Thinking, Ethnography, HTML5, JavaScript, Prototyping, User Research