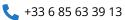# Roman Miletitch creative coder

Award winning digital artist, published Artificial Intelligence researcher and event planner, I love to apply what I learn from one field to another.
I thrive on finding innovative shortcuts in fast paced projects to deliver exceptional products meeting deadlines.

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EXPERIENCE

Freelancer – 2019 - PRESENT

– Created Virtual Reality experiences (3D, interface and backend) for multiple clients (event agencies, schools, architect collectives...);
– Developed multiple games in Unity for a retail game company.

New Media Artist portfolio – 2010 - PRESENT

Crafted and exhibited more than a dozen interactive art projects (NYC, Paris, Hong Kong, Tunis...). My topics of choice are movement, interactive drawing, behaviors and the representation of cognitive processes.

Art Director & Co-founder - AirMrkr, Berlin 2013 - 2016

Created a mobile app to draw in 3D. Responsible for the visual representation and UX. Showcased in conferences and used by artists.

UX Researcher - GestuelScript Laboratory, Amiens 2009 -2014

Developed a real time 3D gesture capture system (tracking, representation, interface) for sign language hand motion. 5 publications and 4 exhibitions. video

Research Engineer - IRIT laboratory, Toulouse 2012

Web design aimed at deaf people, by avoiding a reliance on text, instead putting an emphasis on visuals and representations of Sign Language.

EDUCATION

PhD in Artificial Intelligence - ULB, Brussels - 2023

Created robotic behaviors inspired by social insects. Studied, measured and improved how their behavior as a swarm is impacted by their communication and decision making processes. (6 publications + thesis).

Master in Artificial Intelligence - UPMC, Paris - 2011

Multi-agent systems, Machine Learning, Affective Computing.

Engineering Degree in Electronics - ENSEA, Cergy - 2009

Signal Processing, Digital and Analogical Electronic

SOCIALS

Github – @romamile

Insta – @romamile

Twitter – @roma__mile

LinkedIn – profile

SKILLS

Code C++ (lib: Cinder), Java (lib: Processing), Javascript (lib: threeJS, p5JS, socket.io, Mozilla Hubs platform), nodeJS, bash, HTML/CSS (lib: Jekyll), C# (in Unity)

Software Unity, Photoshop, Illustrator, Blender. Slack, Trello

Hardware sensors/actuators, Arduino, Raspberry Pi, robots, midi controllers, laser cutters

Topics Creative coding, interactive installations, generative art, Mixed reality (webXR & Unity), machine learning, affective computing, algorithm/behavior design

LANGUAGES

Fluent French (native), English.

Low-intermediate Russian, Spanish, Italian, French Sign Language.

Cloud Dancing, 2018 — *Dance performance, Mixed Reality* – video

Award winning (Dansathon, London/Liège/Lyon, 2018) performative installation, blurring the lines between a live dance performance, mapping, virtual reality and smartphone LiveView all around the world.

Forest, 2017 — *Mixed Reality* – link

Interactive installation in which spectators draw a landscape on paper as it is seen from the top. A 3D world is then generated from this 2D map that spectators explore together with a VR headset. Augmented drawing (camera + projector) and virtual reality (WebVR + Cardboard).

Flippaper, 2015 — *Augmented/Interactive Drawing* – link

Award winning (TIFF digiPlaySpace, Toronto, 2016) installation in which spectators play pinball on their own drawing. The ball is projected on top of their drawing and interacts differently with its elements depending on their shape and color.

SELECTION OF CO-FOUNDED ORGANISATIONS

Electric Offense, 2018 - 2021 — *+ Event Planner, Art Director* – link

13 Events (~200 people each) + 10 Virtual Events with developpement of our own virtual room (link) based on the Hubs platform from Mozilla.

OpenTechSchool Brussels, 2013 - 2016 — *+ Teacher* – link

Workshops and events about digital art/design & new tech. From 0 to 2,000 members, 150 events, 10 courses material created (link).

Food&Code, 2013 - 2016 — *+ Event Planner, Teacher* – link

4 Workshop/exhibitions in mixed media art (Lyon, Brussels).

Les Magiciens du Km101, 2007 - 2010 — *+ Magician* – link (in French)

Team of 3, cards & mentalism. Worked in bars/restaurants and booked for events.

SELECTION OF ARTICLES

. Emergent naming conventions in a foraging robot swarm, 2022 – link
. Language Evolution in Swarm Robotics: A Perspective, 2020 – link
. Balancing exploitation of renewable resources by a robot swarm, 2018 – link
. Information Aggregation Mechanisms in Social Odometry, 2013 – link
. Photocaligraphy: Writing Sign Language, 2013 – link
. Realtime 3D gesture visualization for the study of Sign Language, 2012 – link
. From socio-emotional scenarios to expressive virtual narrators, 2011 – link