



Sam Bilbow

PROFILE

Hard-working and enthusiastic 25 year old creative programmer from Hong Kong living in Brighton. Currently a Doctoral Researcher at the University of Sussex, studying computational art, augmented reality, and multisensory displays for human-computer interaction.

CONTACT

+44 (0) 7403768736

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www.sambilbow.com

@sambilbow



SKILLS

Logic Pro X

Unity3D

Max MSP / Pd

Instrument Building

EDUCATION & RESEARCH

MUSIC TECHNOLOGIES (PhD)

UNIVERSITY OF SUSSEX, UK

September 2019 - Present

MUSIC AND SONIC MEDIA (MA)

UNIVERSITY OF SUSSEX, UK

September 2018 - September 2019

Graduated with Distinction

JUNIOR RESEARCH ASSOCIATE

UNIVERSITY OF SUSSEX

June 2017 - September 2017

Being awarded a place as a Junior Research Associate at the University of Sussex gave me the opportunity to learn more about the post-graduate workflow, and inform my decision to apply for a PhD at Sussex. My research in the JRA scheme involved working with Dr. Chris Kiefer and Dr. Alice Eldridge on Syncphonia which is part of NETEM - (Networking Technology and the Experience of Ensemble Music Making). I engaged in autoethnographical research to see if the app could train my rhythm accuracy as well as that of a group of non-musicians by modifying a wearable tech glove into a rhythm accuracy device using Max MSP.

MUSIC TECHNOLOGY (BA)

UNIVERSITY OF SUSSEX, UK

September 2015 - June 2018

Graduated with First Class Honors

PUBLICATIONS

EVALUATING POLARIS~ - AN AUDIOVISUAL AUGMENTED REALITY EXPERIENCE BUILT ON OPEN-SOURCE HARDWARE AND SOFTWARE.
CONF. LONG PAPER: [10.21428/92fbebe44.8abb9ce6](https://doi.org/10.21428/92fbebe44.8abb9ce6)
NEW INTERFACES FOR MUSICAL EXPRESSION, 2022

THE VALUE OF SOUND WITHIN A MULTISENSORY APPROACH TO AR IN THE ARTS.
CONF. WORKSHOP PAPER: usehci.org/mar2021/
MULTISENSORY AR @ INTERACT, 2021

DEVELOPING MULTISENSORY AUGMENTED REALITY AS A MEDIUM FOR COMPUTATIONAL ARTISTS.
CONF. CONSORTIUM PAPER: [10.1145/3430524.3443690](https://doi.org/10.1145/3430524.3443690)
TANGIBLE, EMBEDDED, AND EMBODIED INTERACTION, 2021

THE AREA~ SYSTEM: EXPLORING REAL AND VIRTUAL ENVIRONMENTS THROUGH GESTURAL AMBISONICS AND AUDIO AUGMENTED REALITY.
JOURNAL ARTICLE: [10.21428/66f840a4.b74711a8](https://doi.org/10.21428/66f840a4.b74711a8)
SONIC SCOPE ISSUE 2, GOLDSMITHS PRESS, 2021



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EVENTS & COLLABORATION

INTERACTION DESIGN @ THE SENTINEL SELF

March 2021 - Present

I am currently implementing the hardware and user interaction of an art installation focused on our body's immune response to microplastics. Organised by Sissel Marie Tonn, and to be shown @ MEET in Milan in October.

EMBODIMENT HACKATHON @ SUSSEX

May 2021

I co-facilitated a two-day workshop with Sissel Marie Tonn, Dominique Savitri Bonarjee, and Emilie Giles which included teaching Unity as well as hardware electronics to interdisciplinary researchers with the intention of synthesising new understandings of embodiment with technology.

ARTS RESEARCH COMMUNITY @ SUSSEX

2021 - Present

I am currently co-creating a community for Doctoral Researchers at Sussex in the arts / media / technology. ARC is a space for Researchers to create and share initiatives for research and wellbeing.

LEVERHULME SEMINAR SERIES

2020 - 2021

Co-organised one year of seminars for the Leverhulme Doctoral Scholarship Programme at Sussex. I was also solely responsible for the Sussex Web Content Management and Broadcast administration for the web page as well as social media.

SENSATION SUSSEX CONFERENCE 2021

October 2021

Co-organised a two day interdisciplinary neuroscience conference with 500 registered attendees. Organised the tech for the conference in the Sussex Humanities Lab.

AWARDS & SCHOLARSHIPS

LEVERHULME DOCTORAL SCHOLARSHIP

PHD MUSIC

SUMMER 2019

SUSSEX GRADUATE SCHOLARSHIP

MA MUSIC AND SONIC MEDIA

AUTUMN 2018

BEST OVERALL PERFORMANCE AWARD

BA MUSIC TECHNOLOGY

SUMMER 2018

JUNIOR RESEARCH ASSOCIATE AWARD

SUMMER 2017