

Interaction Prototyper

justaddmusic@icloud.com

I am a creative digital thinker, a high-energy interactive designer with 12 years experience in creating media applications for augmented reality, mobile and desktop. Passionate about human interaction, music and prototyping for emerging technologies.

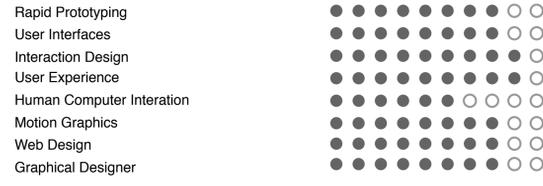
I focus on 2D and 3D designs and interactive development, researching human computer interaction with my own customised prototyping tools. My work flow ranges from wireframes click throughs to full interactive high-fidelity applications to communicate ideas. Bridging the divide between designers and engineers with technical and design knowledge.

WORK PROCESS



KNOWLEDGE

Rated by years of experience



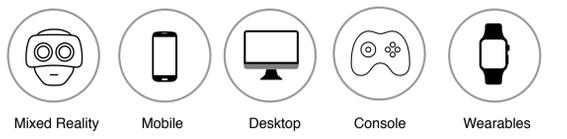
SOFTWARE

Rated by years of experience



HARDWARE APP DEVELOPER

ENVIRONMENTS



GAME STUDIOS WORKED WITH

EDUCATION / AWARDS



BSC, Interactive Multimedia | Staffordshire University
Gradex 1st Prize for interactive multimedia

SPRUNG STUDIOS

Technical Art Director

2015 - 2017

Rapid prototyper and technical lead, developing inhouse prototyping tools whilst building interactive wireframes and user interface prototypes for the game industry. I also headed all research into VR and AR using Google's Form, Unity and Unreal.

GAMES UX / UI

- Injustice 2, Top Eleven, Rune Scape, Moving Hazard, Dark Empire, 8 Ball Pool, Mad Skills MX, Draw Race

STUDIOS WORKED WITH



JUST ADD MUSIC MEDIA

Sole trader

2010 - 2017

Owner and sole developer of my research and development lab focusing on augmented reality application and mobile in the music industry

THALMIC LABS (2014)

Early hardware tester and application developer for the Myo, creating music control application for their product launch in 2014.

LEAP MOTION (2012-2014)

Early hardware tester of the Leap Motion and application developer of Swoosh, Swoosh 2 and the Swoosh Game as commissioned by Leap Motion.

KINECT (2010)

Original Kinect hacker, developed and performer of a unique music control application.

MCDONALDS (2015)

UI / UX design and prototyping of the Mcdonalds iBeacon service and mobile application

AMV BBDO (2015)

Advisor of AMV on creative projects. Here I designed concepts pitches for Footlocker, Nike and worked on a Halloween advert which now has over four millions views.

FATBOY SLIM (2014)

As technical consultant for Plastic Pictures (now Future Visual) I help develop and conceptualised ideas for the Fatboy Slim audio visual performances.

JFB (2013- 2016)

Technical companion for JFB a turntablist DJ with over a million followers. Together we produced regular vital videos that have been seen over 20 million times.

JAM2 (2009- 2014)

Audiovisual plugin for Ableton Live and Serato Scratch Live, I sold over 1000 copies.

FUTURE VISUAL

Creative Developer

2014 - 2015

ASTRAZENECA (2014)

An interactive kinect mirror kiosk that toured around the globe promoting a revolutionary heart drug

O2 MOBILE (2014)

Design and developed an instore interactive installation to promote the latest Galaxy phone using the Leap Motion

NIKE (2014)

Conceptor and developer for an interactive Nike Shoe installation pitch.

AUDIOBOOM / BESTEBFORE

Product Designer

2005 - 2009

ITV, Channel 4 and MTV

Here I worked full time as a Quartz Composer producing compositions and video effects for Milliscent a content organiser tool for the TV industry.

AUDIO BOOM

Conceptor and product design for the Audio Boom an Twitter like audio tool

PANCENTRIC

Web designer

2003 - 2004

GILLETTE | MIDWICH | HOMEPRIDE

Designer and Flash developer

“ A designer knows he has achieved perfection not when there is nothing left to add, but when there is nothing left to take away ”

Anotoine de Saint-Exupery