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## Education

### **Masters of Science: Information Technology**

*University of Cape Town (2016)*

### **Baccalaureus Technologiae: Graphic Design**

*Cape Peninsula University of Technology (2009)*

### **Digital Design Diploma**

*Austin Ellis School of Graphic Design (2003)*

### **PhD \* candidate, part-time, in progress \***

*Victoria University of Wellington, Human-Computer Interaction (HCI) Research Group (2019 – ...)*

### **Diploma of Applied Innovation \* in progress \***

*Creative HQ School of Innovation*

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## Featured Projects

### **Learn Python Visually: Creative Coding with Processing.py (2021)**

Sole-authored book on creative coding using Processing Python mode. The content draws on my creative practice and involvement with various open-source Python graphics projects. Publisher: No Starch Press (USA).

### **PaperTracker: A Gamified Music & Tech Teaching Tool (2019)**

An interactive AR platform that provides fun and inexpensive challenges, promoting creative problem-solving and collaborative work by programming using a system of placeable tiles. I served as co-designer and lead programmer.

### **Lonely Artist – Trans-Media Storytelling Through Interactive Comics (in progress)**

I am co-creator of Lonely Artist, an ongoing trans-media storytelling project that investigates interactive panel sequences, combining comics and video games. To date, outputs include a comic book published by CHROMA.

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## Technical Proficiencies (alphabetically listed)

### **Code**

Haxe (OpenFL) · HTML & CSS (JAMstack, Jekyll) · Git · JavaScript (vanilla, D3, React, Vue.js) · Lua (Löve 2D) · PHP · Processing (Java, JS, and Python variants) · Python (Flask, OpenCV) · SQL · SVG · WordPress

### **Design & Game**

Adobe Animate · Adobe Illustrator · Adobe InDesign · Adobe Photoshop · Audacity · Blender · Figma · Gimp · Inkscape · Scribus · Unity (C#, ML agents, VR) · some Unreal Engine and Godot · various non-linear editors

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## Employment History

### **Feb 2016 – current**

**Interactive Media Lecturer** @ Massey University – College of Creative Arts, Wellington campus

Development and delivery of face-to-face, blended and fully-online creative coding, web, and game technologies courses that cover topics including generative design, interactive data visualisation, UX design for websites and apps, game design and development, and the creative applications of XR and ML · Lecturing and assisting students with different design software and real-time/game engines, front-end web techniques, Python, and Processing · Bachelor's capstone and postgraduate project supervision · Promoted to Senior Lecturer · 2019 RATA teaching award recipient · Student successes include placements directly into industry roles, commercial game releases, and awards · Working closely with a multi-disciplinary team of staff and students to produce highly collaborative creative projects that blend animation, film, game development, immersive media, media technology (hardware, virtual production), and VFX

### **Mar 2015 – Dec 2015**

**Front-End Developer** @ Springlab – technology incubator / startup

HTML, CSS, JavaScript, and Python developer · Design, development, and implementation of new features (credit card payments front-end; guided tours; sign-up pages) for RecoMed · Management and coordination of outsourced UX

### **Feb 2011 – Mar 2015**

**Multimedia Design Lecturer** @ Vega – advertising college, Cape Town campus

National Head of Digital Media · Development and delivery of multimedia design/development lectures and workshops covering multimedia development (Flash) & creative coding, web development and UX design, and video games

### **Jan 2010 – Jan 2011**

**Web Design Team Leader** @ Achievement Awards – incentive, motivation, and performance improvement

Web design, graphics, and front-end development for client campaign websites as well as a new online shopping catalogue system · Clients include Samsung, Standard Bank, DB Schenker, Netcare, Mercedes-Benz, and SAB

### **Mar 2007 – Dec 2009**

**Head of Department (Web)** @ Concept Interactive – print, web, and multimedia design

Head of Web, responsible for course development, coordination, and accompanying materials for full- and part-time courses, largely covering multimedia design and development · 2009 recipient of Extraordinary Dedication award

### **Jan 2004 – Feb 2007**

**Web & Print Designer, Multimedia Developer** @ Wayke Studios & Build. – digital design and marketing

Print design, web design, Flash and front-end web development · Clients include Robin Banks, Ecosse Subsea Systems, The Tarragon, G.R. Swiel International, Online SMS, Em Isaacson, Immersion, Kartal, and Artists Online