

Curriculum Vitae

Damian Stewart

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Skills and Experience

Programming and Software Development

- Experienced **C++** creative engineer with more than 15 years programming experience. Regular contributor to the **openFrameworks** project.
- Specialised skills for interactive intermedia software: **generative visuals and sound**, **real-time** animation, **interactive** physical systems, synchronisation, communication between platforms, devices, and systems.
- Fields of expertise: **Computer Vision**, 2D/3D **Graphics** with OpenGL, **networking** and hardware interfaces (TCP, UDP, DMX, RS485, RS232).

Arts and Interactive Installations

- Professional experience creating **robust, sophisticated digital interactive systems** for award-winning public **arts**, **science**, **culture**, and **heritage** projects.
- **Interdisciplinary knowledge** and experience can help to strengthen a project's material and conceptual **unity**.
- **Bespoke audio** for interactive multimedia and film/video projects.

Electronics

- Circuit design, network design and implementation, microcontroller programming.
- Experience with **hardware interfacing** using MIDI, DMX, RS485, RS232.

Selected Employment History

Feb 2007 – present: *Artist; Freelance Interaction Designer and Creative Programmer*

- Contributing developer to the **openFrameworks** project.
- Worked with artists and companies including **Ars Electronica Futurelab**, **Zachary Lieberman/YesYesNo**, **Golan Levin**, Theo Watson/**Toyota**, BMA Design.
- Exhibited artworks in EU, UK and Australasia.

Mar 2006 – Feb 2007: *Lead Programmer, Interaction Designer* - Lumen Digital Studio Ltd

- Designed and developed **public interactive installation systems** for culture, **science**, and **heritage** projects using **computer vision** technology and touchscreens.
- Responsible for **software design and implementation**, design staff liaison, hardware specification, **remote installation and maintenance**.
- Clients included Maori cultural centre *Te Puia* (a project for which Lumen won a **UNESCO World Summit** cultural award) and *Museum of New Zealand / Te Papa Tongarewa*.

Nov 2002 – Nov 2004: *Programmer, PlayStation2 Technical Lead* - Sidhe Interactive

- Responsible for creating and maintaining the **PlayStation2** build of Sidhe's flagship title, *Stacey Jones Rugby League*.
- Tasks included **artificial intelligence**, **artist support tools**, automated build tools, **user interface** development, low-level memory management and system-level libraries, and specific development for **PlayStation2** and **Xbox** platforms.

Mar 2001 – Nov 2002: *Tutor* - MSCS, Victoria University of Wellington

- Taught classes of first year Computer Science students; performed helpdesk, assignment marking, and exam and test marking duties.

Education

2000 – 2002, 2005 – 2006: *BSc in Computer Science*, Victoria University of Wellington

- Interdisciplinary programme of study also included Sonic Arts to final year level, Interior Architecture, Drawing, and Philosophy to second year level, and Art History, English, and Physics papers.

Other Interests

Music, Food, Cycling, History, Politics