

Damian Stewart

Curriculum Vitae

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Skills and Experience

Programming and Software Development

- **Highly-skilled programmer.** 16 years experience including **embedded SoC** and **microprocessor** programming, **Augmented Reality**, game development for **PlayStation2** and **Xbox**, **serial protocol development** (RS232 and RS485), **iPhone** development, **low-level programming** on PlayStation2 hardware.
- Language proficiency: **C/C++ (expert)**, **Embedded C (AVR and ARM SoC)**, Objective-C/iPhone, MIPS and 80x86 Assembler, PHP, Lua, Perl, Python, Bash/Linux sys admin.

Electronics

- Experience with **complete system** design and construction, from PCB design and fabrication through microprocessor code through to serial protocol development and high-level PC GUI control software.

Arts, Music, and Interactive Installations

- **Sound and light installations (artworks)** using **custom hardware and software**.
- Professional experience creating **robust, sophisticated digital interactive systems** for award-winning public **arts, science, culture, and heritage** projects.

References

Contact for reference details.

Employment History

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

- Designed and built **custom electronics and software** for artworks *Luciolinae* (2010), *The Artvertiser* (2010), *Wind* (2008/2011) and *Sounds Like Light, Lights Like Sound* (2007) (winner of **Best Visual Arts** prize at the Wellington Fringe Festival 2007).
- Core contributor to **openFrameworks** (open source **C++ toolkit** for artists and designers, <http://openframeworks.cc>).
- Work with clients and collaborators including **Ars Electronica Linz, Zachary Lieberman, Daito Manabe, Golan Levin**, Theo Watson/**Toyota**.
- Performances and exhibitions of **artistic** and **commercial work** in New Zealand, UK, Austria, Germany, Finland, Spain, Netherlands, Slovenia, France, and Portugal.

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

- Designed and developed systems for **public interaction** with **award-winning** arts, science, culture, and heritage installations, including a **multitouch tabletop system** and realtime 2D and 3D generative visual content. (<http://www.lumendigital.co.nz>)
- Clients included Maori cultural centre *Te Puia*, New Zealand's *Ministry of Research, Science, and Technology*, and *Te Papa Tongarewa Museum of New Zealand*.

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*.
- Programming tasks included **low-level development on PlayStation2 hardware**, memory management and system-level library development, **artificial intelligence**, artist support tools, automated build tools, user interface, and specific development for **PlayStation2** and **Xbox** platforms.

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.