

PERSONAL

Born 24th August 1968

British National

Single

EDUCATION

1993-1997 Nottingham Trent University
■ BSc (Hons) Computer Science (specialising in Virtual Reality and HCI)

1989-1990 Harlow Technical College
■ BTEC Computer Studies

1977-1986 Colbayns High School, Clacton, Essex.
9 “O” Levels, 2 “A” Levels, RSC English Language

EXPERIENCE

2005–Present King’s Visualisation Lab, The King’s College London

Senior research fellow

- Making Space, funded AHRC ITC Methods Network.
Lead investigator into of methodologies and best practice for tracking and documenting the cognitive process in 3d visualisation based research. Organisation and presentation at major international symposium and expert seminar at the British Academy 2006.
- The Body and Mask in Ancient Theatre Space, funded by the AHRC
Investigation and development of 3D technologies to capture visualise and digitally recreate aspects of the practice of ancient mask theatre, most notably modelling of 3d environments, character animation and clothing of digitally reconstructed theatrical performances.
- How Kew Grew, funded by The Royal Botanical Gardens at Kew
Visualisations of the Kew estate topology and vegetation as part of a major public exhibition exploring the historic and mostly lost relationship between the environment of the gardens and its buildings. Deliverables for the project are now included in a commercial DVD.

2002–2005 3D Visualisation Centre, The University of Warwick

Senior research fellow

- The Unnamed Theatre by Inigo Jones, funded by Bristol University.
Digitally created the so called “Unnamed Theatre” by Inigo Jones based on the extant drawings. Part of a project hosted at Bristol University exploring the renaissance stage, stage craft.
- Odeon Cinema Project, funded by The University of Warwick RDF
Collaborated with the School of Film and Television to research and reconstruct using 3D technologies the Kingstanding Odeon (whose 1935 opening represents a key moment in the evolution of purpose-built cinemas).
- Pompeian Scenography Project, funded by the Leverhulme Trust
Constructed 3D models of the House of Marcus Lucrecius Fronto, which contains many “stage” frescos in order to test morphic mapping theory and scholarly interrogation. Reconstructed the Grand Theatre at Pompeii and the stage depicted at the Therme Sarno to compare and contrast the two hypothetical structures. Documented analysis of wall paintings, the modeling process and discoveries.
- Appia Project, funded by the Arts and Humanities Research Board
Developed virtual reconstructions based on Adolphe Appia’s modular stages for exploration, interrogation and lighting experimentation.
- RSC (Royal Shakespeare Company) Stratford-upon-Avon Redevelopment Project
Created architectural visualisations for the RSC’s development and planning department. The work has been used to help promote major redevelopments and construction work at the RSC.

2001-2002 Dept. of Theatre Studies, The University of Warwick

Research fellow (Arts and Humanities Research Board funded ‘Pompey Project’)

- Research
Information gathering, collation and processing of data from a variety of sources and media types.
- 3D Modelling
Constructed low polygonal models of the ancient Theatre of Pompey for scholarly research and interrogation using real time virtual reality.

1998-2001 Theatron Limited, Leamington Spa, Warwickshire

Senior Multimedia Developer (European Commission funded 'THEATRON Project')

- 3D Modeling and Research
Created interactive real-time virtual reality models using architectural plans and textual sources of 16 European Theatres for award winning online teaching tool.
- The THEATRON Project Technical Management
Project Technical Manager for the Consortium and European Commission between 8 pan European partners.

1994-1996 Eastern Electricity Group, Ipswich. Suffolk

Remote Data Collection Team Leader

1993-1993 Iceberg Software Ltd, Bradfield, Essex, UK

Contract Analyst Programmer

1990-1993 Champion Photochemistry Ltd, Brentwood, Essex, UK

Data Systems Manager

1989-1999 Abbeycraft Furniture International PLC, Clacton, Essex, UK

Trainee Manager

PUBLICATIONS, CONFERENCES & MEDIA

- Digital Resources for the Humanities & Arts, Dartington 2006 Paper entitled "*Paradata and Cognitive modelling*", Installation using interactive VRML to create Vitruvian Temples in real time.
- Making 3d Visual Research Outcomes Transparent, The British Academy 2006 Paper entitled "*Visual Based Research – The need for transparency*"
- EVA Electronic imaging and the Visual Arts Conference, Institute of Archaeology, London 2006 "*Visual Based Research – The need for transparency*" presentation
- AMPHA, Leicester, De Montfort University 2005 "*3d Visualisation – tool or trap?*" presentation
- EVA Electronic imaging and the Visual Arts Conference, Institute of Archaeology, London 2004 "*Using 3d Visualisation to Assist Archaeologists*" presentation
- Didaskalia online journal – 2004 Paper entitled "*Comparing the Grand Theatre at Pompeii with the Fresco of The House of Sarno – A 3D approach*"
- EVA Electronic imaging and the Visual Arts Conference, Institute of Archaeology, London 2003 "*Problems and Practicalities of Visual Learning Environments*"
- Channel 5 and Discovery Television - March 2003 Computer animated sequences created for the documentary '*Who Killed Julius Caesar*'.
- EVA Electronic imaging and the Visual Arts Conference, Victoria & Albert Museum, London 2002 "*THEATRON – 3D Learning Environments*" presentation
- Interdisciplinary Science Review Vol 27. No 3. - Autumn 2002 Joint paper entitled *Mind the Gap: Virtual Reality and Theatre History*.