Gareth Foote ✳ Developer, Technologist and Educator

T: 07843432991   E: gareth@garethfoote.co.uk   W: garethfoote.co.uk
A: Flat 12 Carlton Lodge, Carlton Road, London, N4 4NJ

Personal Profile

I have worked as a creative developer and technologist for 8 years in the areas of digital media, education and art. Beginning as a digital designer and programmer in a number of small to medium sized digital agencies I took the opportunity to accumulate a great deal of practical, theoretical and creative knowledge for making digital products and experiences. From planning, scoping and documenting to designing, developing and testing. As a commercial freelancer developer I have created content managed websites, interactive video narratives, educational software and games. I have also created interface prototypes and a number of applications for BBC products.

Whilst working as a freelance developer I completed a Masters, which galvanised my desire to combine experience of software, programming and digital culture with artistic and creative pedagogical practices. I have since worked with practitioners and artists with different specialisms to facilitate workshops and courses that employ a playful and critical approach to technology as a tool or material. These workshops and courses are also exercises in collaborative and process-driven pedagogy, which is supported in no small part by the free and open-source technologies and methodologies that we use to build prototypes and interactive systems.

Other aspects of my practice involve exploring the underlying aesthetic and flows of power within software paradigms and computational culture. This has been realised in personal projects involving critical and introspective FLOSS, Artificial Intelligence chatbots and generative poetry. This aspect of my work is supported and facilitated by participation in the Open Systems Association, which is a collective of practitioners and researchers that collaborate under a shared ethos. Working with this group I have been part of a number of projects including an artistic response to urban transport problems, two group exhibitions and creative technology workshops for children, students and teachers.

I have a personal desire and motivation to continue my own development in creative and technical disciplines whilst also progressing as an educator. I believe this can be achieved by being involved in open and creative learning environments and working on exciting projects with other educators and students.

Education

MA Interactive Media: Critical Theory & Practice	Merit	Goldsmiths, University of London	Sep 08 to Jul 10
BA (Hons) Interactive Media Production	2:1	Bournemouth University	Sep 03 to Jul 07

Skillset

Languages: HTML, CSS, JS, CoffeeScript, PHP, SQL, Python, Processing, ActionScript, Bash
Tools: Vim, Tmux, Docker, Sublime, Git, Grunt, Gulp, Bower, Node Package Manager
Other: OpenFrameworks, Arduino, Natural Language Toolkit, Android SDK, Linux, Node, PhoneGap

Employment

Freelance Developer at Gareth Foote Ltd - Jan 2011 to present

  i. *BBC Interest Calculator* - Development of an academically researched interactive visualisation for explaining compound interest. (With agency Applied Works)
  ii. *BBC Glastonbury 2013 Video Interface* - Development of a JavaScript application for managing numerous live streams from Glastonbury festival. (With agency Picture Ltd)
  iii. *BBC Academy Site* - Development of progressive JavaScript enhancements using HTML5 Web Storage and History. (With agency Picture Ltd)
  iv. *BBC Knowledge and Learning Interface Prototypes* - Development of experimental prototypes for responsive interface designs suited for desktop, mobile and tablet. (With agency Picture Ltd)
  v. *Interactive Video Narratives for Ray Ban, Wrangler, Philips and Mercedes* - Development of interactive video narrative experiences in Flash or JavaScript/HTML5 Video. (With agency Stinkdigital)

Full list of projects available here: www.garethfoote.co.uk/projects/development

Lecturer at University of East London - Sep 2013 to Jan 2014

Myself and two other members of the Open Systems Association were invited to be guest lecturers on the Multimedia Hardware module for undergraduate students taking Digital Media Design and Computer Games Programming courses. The module introduced students to theoretical principles of computational hardware and the essential knowledge in programming and electronics to build prototypes using platforms such as Arduino, Makey Makey, Microsoft Kinect and Processing.

Lead Developer at Ultraviolet Design - Jan 2008 to Sep 2011

My role as Lead Developer involved creating web applications, animations and games for the education and commercial sectors using the Adobe Flash platform. I was involved in the interface design and documentation process through to the build, deployment and testing of these products. I also helped to introduce a Linux based infrastructure and open source development practices to the business and built custom content management systems for Ultraviolet's clients using PHP and MySQL.

Projects and Workshops:

The Mirror Project - Jan 2014 - Ongoing

A collaboration with artist and poet Mary Flanagan. The development of a software system using a Natural Language Processing library and the Python programming language to analyse and 'tag' word classes (e.g. noun, verb) in the poetry of Mary Flanagan and other poets. A second phase of the project includes creating a software visualisation for an exhibition during which selected poems will exchange tagged words to create a new body of work to be printed and published.

Critical Computation Workshops, Munich - Nov 2013

A two day introductory workshop for Art Multimedia and Art Pedagogy undergraduate students at Ludwig Maximilians University in Munich. This included a brief introduction to the critical and artistic methodologies employed by myself and the other workshop facilitator, Emilie Giles, when creating an Arduino project/prototype. The remainder of the workshop introduced basic electronics and programming and also focussed on creating a group prototype for presentation at the workshop.

My Neck of the Woods, Blast Theory - Sep 2013

"Immerse yourself in the live transmissions of three young people as they walk through their neighbourhoods in Manchester, telling you about their lives and asking you about yours." (From Blast Theory website).

Working with artists and developers at the Blast Theory studio in Brighton we devised and built a platform/architecture that supported multiple live online video streams and gave viewers the opportunity to have a one to one exchange with a young person about their neighbourhood and other topics of importance to them. The development of the platform for My Neck Of The Woods focussed around the challenge of creating an intimate experience between a single or few broadcasting performers and multiple online viewers/participants. The technical solution successfully addressed this challenge.

Camp Loco Workshop, New Future Collective - May 2013

Camp Loco was a series of creative workshops for 4 to 7 year olds in the Hackney, which involved introducing children to unusual, creative and material practices. Each workshop was planned and facilitated by a creative practitioner with a specialism in a particular area. I led a workshop on computation that involved collectively and safely dismantling a desktop computer and using the parts to create a robot. We also played a set of physical, problem solving games, also around the theme of robots.

Rebooting Computing Workshop, Open Systems Association - Jul 2012

A hack day in collaboration with Southend Education Trust and artist group, YoHa. As part of Open Systems Association, myself and five other artists introduced the Arduino platform to primary and secondary school IT teachers using three different pre-prepared and documented Arduino prototypes. Each prototype had been created by two artists with a focus on a playful and critical approach.

Twitterbots Workshop - 2011

A workshop at ReMAP contemporary Art festival in Athens on the topic of creating personalised Twitterbots using the Python programming language. The software creatures were embedded with customised versions of Eliza (Artificial Intelligence software) and released into the Twitter ecosystem.