Matthew Shotton

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SUMMARY

I'm a full-stack creative technologist passionate about innovative media experiences, specializing in video and the web. I have extensive experience prototyping novel technology in the R&D department of a world-leading media organization, as well as in numerous personal and freelance projects. I have published papers, exhibited at museums and galleries and been invited to speak internationally for industry and academia. I'm driven to use my technical skills to empower creative teams.

SKILLS

Web: Node.js, ES6, HTML/CSS, WebGL, THREE.js WebAudioAPI, React, Python, ReSTful API design, Game dev Video processing: DASH, IPTV, WebRTC, WebSockets, H264, OpenCV, TensorFlow, NumPy

Innovation: UX research, user trials, rapid prototyping, multidisciplinary agile teamwork, open-source **DevOps**: Ansible, Vagrant, Docker, NoSQL

Media production: Camera operation, shoot planning, video and audio editing, broadcast engineering **Physical prototyping**: 3D-modelling and printing, PCB design, CAD/CAM, Arduino/Raspberry Pi dev

EXPERIENCE

Freelance Creative Technologist (ongoing)

- Full-stack web development including browser-based video and audio experiments
- Web, android and VR game development
- Built an acoustic robot band that played midi-controlled algorithmically generated audio
- Designed and built a 3D printer, a CNC machine, a bamboo bike and a 2-person boat

Project Technologist at BBC R&D (Aug 2016 – Jan 2018)

- Developed a successful open-source library for web video manipulation (github.com/bbc/VideoContext)
- Prototyped an Artificially Intelligent production system, using Machine Learning to simulate camera and director decisions

Research Technologist at BBC R&D (Jan 2013 - Aug 2016)

 Developed and trialled a range of novel web-based prototypes demonstrating live chroma-keying, rendering, video sequencing and compositing, and audio manipulation via the WebAudioAPI

Trainee Technologist at BBC R&D (July 2009 – Dec 2012)

- Built interactive data visualization installations exhibited at museums and galleries
- Built a physical prototype using hardware blink detection and the Doctor Who Weeping Angels

EDUCATION: BSc (Hons) Electronic Engineering University of Manchester (2006 – 2009)

INTERESTS: Cycling, climbing, flying quadcopters, making, recently started learning Swing dancing!