Evan Morgan

Researcher // Developer // Designer

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Web & Git
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Programming
C/C++
Java
Python
JUCE
MATLAB
Max MSP
OpenFrameworks
Processing
Quartz Composer
VVVV

Platforms
Android
Linux
Mac OS X
Windows

Software
Adobe Creative Suite
Final Cut Pro
Logic Pro
Maxon Cinema 4D

Hardware
Motion tracking:
- Vicon IR markers
- Kinect
- Leap motion
Eye tracking
Physiological sensors
Arduino
XBee
Raspberry Pi
BeagleBone

February 17, 2016

Experience

10/14 - 08/15 Technology Development   Queen Mary University of London
Design, development and testing of software and hardware for the *LuminUs* - a device that uses eye-tracking and motion sensors to provide performing musicians with live visual feedback about the behaviours of their co-performers.

03/13 - 09/14 Android Developer   Pubtran London
Co-development of the London transport app, Pubtran, which received over 13,000 downloads on the Google Play Store.

09/11 - 07/14 Freelance Creative Software Developer   Various clients, London
Bespoke software for various projects - see *web portfolio*. Working with sound, motion, and physiological data processing and visualisation. Clients include Channel 4, the Royal Institution, and the Wellcome Collection.

03/12 - 09/12 Interaction Designer   Cinimod Studio, London
Design, development and realisation of an installation that enabled members of the public to control the lights on the London Eye using their arm movements and heart beats.

07/10 - 09/11 Biomedical Workshop Supervisor   TBS GB Ltd., London
Supervising 10 medical engineers and managing a biomedical workshop to meet high standards of medical equipment maintenance and repair.

01/08 - 07/08 Performance Anxiety in Musicians   Imperial College, London
Working with musicians from the Royal College of Music, I investigated the ways in which performance anxiety is expressed physiologically. My project won the departmental prize for Best Final Year Project.

Education

2011 - Now PhD - Media & Arts Technology   Queen Mary University of London
Thesis title: *Measuring Affect for the Study and Enhancement of Collaborative Music Making*
Research: Using motion, eye tracking and physiological sensors to investigate aspects of co-present collaborative music making, and develop technologies to support interactions between musicians.
Relevant modules: Design for Human Interaction, Real-time DSP, Interactive Digital Multimedia Techniques, Machine Learning, Artificial Intelligence.

2004 - 2008 MEng - Biomedical Engineering   Imperial College, London
Relevant technical modules: Digital Signal Processing, Medical Imaging, Image Processing, Digital System Design, Analogue Integrated Circuits and Systems, Computer Science, Control Engineering.
Business modules: Innovation Management, Project Management, Entrepreneurship.

1995 - 2003 Secondary Education   Ysgol Brynhyfryd, Ruthin, N. Wales
A-levels: Biology (A), Chemistry (B), Maths (A), Physics (A).
GCSEs (A*- A): Art, English, French, Geography, History, Mathematics, Science.