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Web & Git

you-rhythmic.com github.com/elmorg

Programming

C/C++
Java
Python
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
- Kinect
 Leap motion
 Eye tracking
 Physiological sensors
 Arduino
 XBee
 Raspberry Pi
 BeagleBone

EvanMorgan

Researcher // Developer // Designer

Experience

04/16 - now Research Associate School of Informatics, University of Edinburgh

Researching digital interventions for behaviour change, with the aim of reducing energy use in both domestic and non-domestic buildings. I have organised and run workshops in the local Council and University in order to understand energy use and to co-design innovations.

09/11 - now Freelance Creative Technologist

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.

Various clients, London

03/13 - 09/14 Android Developer Pubtran Londo

Co-development of the London transport app, Pubtran, which received over 13,000 downloads on the Google Play Store.

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.

Education

2011 - 2016 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.

Modules: Design for Human Interaction, Real-time DSP, Interactive Digital Multimedia Techniques, Machine Learning, Artificial Intelligence.

2004 - 2008 MEng - Biomedical Engineering Imperial College, London

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.