

# DEAN TAYLOR

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I'm an interactive product designer and electronic musician with a passion for digital futures. I believe exploring the relationships with people and technology can lead to better insight and design. Experienced with electronics, basic PCB layout and embedded software (arduino). Very competent with digital fabrication.

## EXPERIENCE

### Trainee Designer

*Edenspiekermann - Berlin, Germany*  
May 2015 - July 2015

Design and execution of digital products

## EDUCATION

### BSc (Hons) Digital Interaction Design

First Class  
*University of Dundee*  
Sept 2012 - May 2016

### HNC Sound Production

*Perth UHI*  
Sept 2010 - May 2012

## SOFTWARE

Adobe Suite  
After Effects  
Premier Pro  
Rhino 3D  
Ableton Live

## LANGUAGES

MaxMSP  
Pure Data  
Arduino  
openFrameworks  
Python  
HTML / CSS

## ADDITIONAL

Interactive Systems  
Interface Design  
Web Design  
3D Design  
Sound Design  
Electronics

## PROJECTS

### OCTAVIUS - physical / interactive / digital

Sep 2015 - Ongoing

Exploring how we compose and perform electronic music through simple interactions. Eight wireless devices which detect their absolute orientation. Also allows triggering of sounds and events via rubber pad.

### PERF - UI / interactive / digital

Sep 2015 - Ongoing

Software for the OCTAVIUS performance platform. Enables interactive changing of 'pages' via the devices. Pages correspond to different midi channels / instruments. Enables interfacing of synthesisers and other software.

### SIMPLER - mobile / UI / UX

Jan 2015 - May 2015

Simpler was a mobile experience that looked at problems with modern digital banking. It offers a solution to authorising transactions within accounts that require additional signatories.

### VENT - physical / digital / sound design

Sept 2014 - Dec 2014

A physical product experience realised through the theme of a whisper. Uses Pure Data (visual programming language) and Arduino (electronics platform) technology. Working along side product designers we crafted our device with black walnut and black acrylic. The device has a large knob that when turned will manipulate the sound that is spoke and recorded through the microphone.

### INFOWISH - digital / UI / video

Jan 2014 - May 2014

Screen-based experience anticipating future technologies. Working within a team to create an experience for visitors to the city to decide on their activities for the day. Using the accompanying app, the gesture of flicking a virtual coin into the local fountains will offer a visual experience to identify possible activities for the group.

### INKA - digital / web / UI

Sept 2013 - Dec 2013

A social network for printmakers. The aim was to craft a beautiful web experience for print makers and those looking to enter the field. We made the site responsive, this allows access to those in studios who may have access to other devices other than their computer.