

# DEAN TAYLOR

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I'm a people-focused designer and electronic musician with a passion for digital futures. I am currently finishing my honours year studying a BSc (Hons) in Digital Interaction Design.

## EXPERIENCE

### Trainee Designer

*Edenspiekermann - Berlin, Germany*

May 2015 - June 2015

Creating digital products and working within an agile environment.

## EDUCATION

### BSc (Hons) Digital Interaction Design

*University of Dundee*

Sept 2012 - May 2016

### HNC Sound Production

*Perth UHI*

Sept 2010 - May 2012

## SOFTWARE

Adobe Illustrator CS

Adobe InDesign CS

Adobe Photoshop CS

Adobe After Effects CS

Adobe Premiere Pro CS

Rhino (3D)

Ableton Live (DAW)

## LANGUAGES

MaxMSP

Pure Data

Arduino

HTML

CSS

jQuery

## ADDITIONAL

Interactive Systems

Interface Design

Web Design

3D Design

Sound Design

Video

Electronics

## PROJECTS

### OCTAVIUS - physical / interactive / digital

Sept 2015 - Ongoing

Exploring how we compose and perform electronic through simple interactions. Eight wireless devices which detect their absolute orientation. Also allows input via a rubber pad.

### PAGES - UI / interactive / digital

Sept 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.