

# Erik Whitton

SE8 London

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## Professional Summary

Having been a part of many projects and events, I have developed a broad skill set in varied technical settings. Recently I have taken on more responsibility managing high cost AV install projects as well as developing my code development skills used in museum interactives. My personal and academic work focuses on social design theory in technology. By being time efficient and determined, I can learn new skills quickly and adapt to different briefs. I am excited to experiment with unique ways of problem solving.

## Skills

Illustrator	General fab
InDesign	Risograph
Photoshop	Medialon
Premier Pro	Solidworks
Figma	Rhino 3D
Python 3	Live Sound
JavaScript	Avolites
HTML, CSS	BrightAuthor
Unity	Micro Electronics

[Portfolio Website](#)

[Instagram](#)

[Degree Project](#)

## Education

### BA Design at Goldsmiths, University of London. First Class Honours. 2019 - 2022

- A focus on webtoys developed using JavaScript, HTML and CSS, Python and OpenCV. From experiments with interactive livestreaming using APIs to therapy chatbots.
- Formal training in Adobe suite, Figma, certain general fabrication and 3D modelling.
- Hardware manipulation using Arduino and RaspPi with actuators, motors, LEDs to produce moving sculptures and physical activators for interactive displays.
- I was part of the team that organised and planned the degree show for 2021 and 2022. I overcame the challenge of a half online and half in person event space. Website design and construction also by myself alone.
- Live briefs e.g. with Architecture firm 'We Made That' looking into a child's perspective and the experience of London. A research driven design project.

## Exhibitions, Articles and Works

- S.E.L.L.M.A - The South East London Luddite Metropolitan Association performance art group.
- Smiths Magazine - Article 'The Child City Planners'
- D Press Peas print and poem series - Poem and Design 'Heidegger's Horse'
- The Collective Community Magazine - Interview with 'Jude Frankum aka Remember'
- Cache: Clandestine Perspectives Exhibition - 'Connected Sewers'
- Connected: Lost and Found exhibition - 'Get Lost!'
- Where are the Margins? exhibition - 'The AABPHCTI'
- Disegno Journal - Segment writing in the 'Design Line'.

## Experience

### Gallery AV Technician.

2024 - Present

### Royal Museums Greenwich.

- A varied technical role focusing on mostly developing new AV and interactives for galleries, but also repairs and wider projects. This can be webcode, micro-electronics, lighting effects.
- Developed several parts of the National Maritime Museums most recent exhibition 'Pirates', animated maps, talking-head interactives and passive lighting effects controlled by a Watchout show server. I was also involved in set-up and rigging.
- I led several upgrade projects for specialist equipment including scientific telescopes used by the Royal Observatory, this took a great deal of research and problem solving. I also managed several contractors for installing new theatre lighting in the newly renovated ocean court in the NMM.
- I have done development on the museums gallery network controller using Medialon.
- Using Unity for more complex interactions and temporary VR projects.
- Most recently I have developed an interactive that uses a NASA API to visualise space debris in the sky above Greenwich for the upcoming astronomy exhibition.

### Visitor Assistant.

November 2022 - 2023

### Science Museum.

- Responsibilities all over the museums front of house.
- I helped setting up new spaces in the museum, E.g. the Power Up hands on exhibition. This involved testing and cataloguing inventory, working with contractors setting up interiors.
- An interesting and very famous location to be witness to everyday.

### Placement - Writing and Research.

July 2021

### Disegno Journal.

- Researching for event talks and fact checking written articles.
- Writing short pieces for the timeline segment.

### Placement - Graphic Design.

August 2021

### Swift Press.

- Professional briefs from publisher and liaising with editors over design ideas.
- Developing and designing appropriate, to brief, book cover designs.

### Workshop Mechanic.

2017 - 2021

### Chevin Cycles Ltd.

- Gained general technical skills and attended workshops with engineers. Worked on all sorts.