

PETER ROCKWELL

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SKILLS

- + Professional experience and personal projects have given me a strong background in Flash design and web development.
- + Experience working with a wide variety of software and programming languages including Java, C++, Actionscript 3, HTML / CSS, XML, Photoshop, Illustrator, Arduino and Max/MSP.
- + Academic and professional projects working with electronics have given me a keen understanding of circuitry, soldering, microcontrollers, and sensors. My key interests are wearable electronic art and interactive installations.
- + Many successful collaborations both in academic and professional contexts have led to my excellent communication and teamwork skills.

EDUCATION

2007 – 2011 **BFA Major in Computation Arts**
Concordia University, Montréal, Quebec
Combined computer science and fine art degree exploring the expressive potential of technology and digital media. Electives taken in drawing, film studies, and art history.

PROFESSIONAL EXPERIENCE

2011 **Electronics and Installation**
Designers Andraos & Mongiat, Montreal, Quebec
Worked on the installation of *21 BALANÇOIRES* in the Quartier des spectacles, soldering electronic components and helping to install the structure on-site.

2007 – 2011 **Web Development**
Brandworks, Toronto, Ontario
Three summers working full-time with continuing freelance projects as a web developer, Flash designer and Actionscript programmer. Created interactive websites and banners for companies such as Nikon, Cuba Tourism, Tetra Pak and Vonage.
www.brandworks.com

2006 **Design & Web Development**
Epic Creative, Hamilton, Ontario
One summer doing Flash design, ActionScript programming and Photoshop image manipulation. Developed my skill set with Flash, programming and design.
www.epiccreative.ca

COLLABORATIVE PROJECTS

2011 **Luminescent Dresses**
Ongoing collaboration with clothing designer Lux Vespera to produce wearable electronic pieces. Our first project was worn by harpist M'Michèle for her performance at the Musée d'art contemporain de Montréal during *Nuit Blanche 2011*. Further work was shown at the Darling Foundry during *Fashion Wonderland* and at the SAT for *Chromatic*.

2009 – 2011 **GAIA**
Creation of an immersive environment that simulates life through projected light, fabric, sound, and interaction. The installation uses a digital system programmed in C and Lua with OpenGL for graphics. The piece was presented four times, including a two-day installation at Congress 2010, a Canadian social sciences conference with almost 9000 attendees.
www.projectgaia.ca

2010 – 2011 **Derelict**
A project using a controllable light-suit to emphasize the chaotic nature of human movement. The piece was performed during the *Glasshouses* show as part of the Art Matters Festival 2011.