

# Meredith Thomas

merediththomas.com

## Personal Statement

Experienced software engineer with a passion for building impactful applications.<sup>1</sup>

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📅 23 May 1990

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## Work

Feb. 2025—Jun. 2026 .....  
Creative Coder  
*LiebDing* Interactive webapp

Feb. 2025—Jun. 2026 .....  
Creative Coder  
*FundusFantasma* Theatre Production

Feb. 2025—2025 .....  
Creative Coder  
*Subtitler* production

Jan. 2024—Mar. 2025 .....  
Creative Coding  
*FriendlyFire* Interactive Theatre

Oct. 2023—Nov. 2023 .....  
Creative Coder  
*TheFeelingMachine* Interactive installation

Jul. 2023—Sep. 2023 .....  
Creative Coder  
*Oumuamua* Musical installation

May 2023—present .....  
Creative Coder  
*ClimateFuture*

May 2023—Oct. 2023 .....  
Creative Coder  
*cfig* Performative walk

Mar. 2022—Mar. 2024 .....  
Creative Technologist / Artist  
*Bauernkriegspanorama* Theatrical installation

Feb. 2022—Oct. 2022 .....  
Unity Developer  
*ARGallway* Educational AR App

## Shows

Feb. 2022—Jun. 2022	Fellow <i>ADTFellowship</i>	The focus of this residency is directed towards the consolidation of several years of practice bringing ML to the visual and performing arts. This will involve independent artistic research and software development, as well as actively supporting ongoing work with a number of collaborators and the continued open-source publication of code, tutorials and videos in relation prior work.
Feb. 2022—present	Developer/Artistic research <i>ANA</i>	<a href="#">Interactive installation</a>
Dec. 2021—Feb. 2022	AI Artist <i>Unhate</i>	Interactive Installation
Nov. 2021—Nov. 2021	AI Artist <i>Autonom</i>	Online Interactive Experience
May 2021—present	Creative Technologist/Performer <i>AntifAI-German-Horror-Show</i>	<a href="#">Theatre installation</a> Independent systems design and creative work for interactive livestreamed theatre production.
Mar. 2021—Apr. 2021	AI Artist <i>Hoshikuzu-Tenbouda</i>	<a href="#">Music video</a>
Oct. 2020—Nov. 2020	Creative Coder <i>DancingattheEdgeoftheWorld</i>	Contemporary Dance
Aug. 2020—Nov. 2021	Creative Coder <i>MEISTERSTÜCKE</i>	<a href="#">Marketing campaign</a> Developer/researcher for an interactive AI design tool.
Jun. 2020—Jan. 2021	Creative Technologist <i>Humane-Methods</i>	<a href="#">Theatre</a> Developed an AI system to ingest and train on multiple video streams as part of an installation.
May 2020—May 2020	Creative Coder <i>In-The-Mouth-of-Fire</i>	Performance
May 2020—present	Creative Coder <i>TheStarsinWinter</i>	Digital Theatre

## Workshops



- Jul. 2014—Jul. 2014 .....  
 Co-Director  
*The-Hill-Farmer* Short documentary
- Jul. 2013—Sep. 2013 .....  
 Freelance Science Writer  
*Wellcome-Trust-Freelance*  
 Wrote over 50 research profiles for two annual reviews.
- Jul. 2012—Aug. 2012 .....  
 Publishing Intern  
*Wellcome-Trust-Internship*
- Aug. 2010—2014 .....  
 Organizer  
*Artifact* Programme  
 Founded and chaired an intercollegiate scheme between Imperial College and The Royal College of Art to promote active collaboration between members of the art and science communities. These efforts led to my being awarded Union Colours.
- May 2010—May 2012 .....  
 Fine Arts Society Chair  
*Imperial-College-Union*
- Sep. 2008—Jun. 2009 .....  
 Assistant Production Technician  
*Torr-Scientific-Ltd*

## Education

- Feb. 2021—Mar. 2021 .....  
 Radical-Imperfections
- Sep. 2013—Aug. 2014 .....  
 Science-Communication-Masters  
 Awarded Merit. Elective courses included science policy, documentary filmmaking and narrative theory.
- Sep. 2009—Aug. 2013 .....  
 Biomedical-Engineering-Masters  
 Courses taken covered a wide range of engineering disciplines including solid and fluid mechanics, applied computing, mathematics, signal processing, physiology and innovation management and project management.
- Sep. 2001—Jul. 2009 .....  
 Secondary-School

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