

Kirsty Keatch

kcikeatch@gmail.com

+ 44 7880658879

kirstykeatch.com

Creative programmer and sound artist exploring the design of playful interactive sound and game systems including AR and VR experiences.

Employment

September 2016 - April 2017 : Skoogmusic Ltd - Game Developer

- Prototyped musical educational games in Unity for use with the Skoog controller. Encouraging accessibility in gaming and music.
- Created an interactive cut scene using three.js for the Skoog Swift Playground which was launched at WWDC 2017.

Spring 2016: University of Edinburgh - Tutor

- Unity and FMOD tutor for the Interactive Sound Environments Masters course.

2014 : Krotos Ltd - iOS Prototyper

- Developed an iOS application version of the Dehumaniser vocal effects processor using Pure Data and Objective-C.

2010 - 2013 : Warner Music Spain - Artist

- Wrote, performed and produced album, "Binary Sun" in collaboration with DJ Jose Padilla for Warner Music Spain.
- Managed the project budget and produced artwork and music videos for the album and its singles.
- Single "Dragonflies" reached number 1 in the MTV Spain Chart.

Independent Game Projects

Untitled VR game - (in progress): An experimental room scale VR party game for VIVE. Controllers track the player's hips instead of their hands to dance through holes in a series of moving walls. Exhibited at V&A Friday Lates and Arcadia games festival in September 2017.

Fit In - 2017: AR game for iOS where the player dances their way through a series of moving walls. The character must rotate and position themselves to fit through cut out shapes in each wall, using the device's gyroscope and onscreen controls. Featured on the App Store's "Get Started with AR" section. Made using Unity, Blender and ARKit.

Hedra - 2015: A one touch infinite scroller for iOS and Android. The player rotates 3D shapes to align them with a series of platforms to land, coloured face down against the clock. The game has been included in multiple game showcases across Scotland, Germany and the United States. Made using Unity, Blender and FMOD.

Katakata - 2014: An interactive kinetic sound sculpture based on a Jacob's Ladder toy, using a web app to allow smartphone users to trigger movement and manipulate the sculpture's sound in real-time. Made using Max/MSP, Arduino, Node.js, web-osc.

- Edinburgh International Science Festival, National Museum of Scotland, Edinburgh, April 2017
- Blank Arcade, Hannah Maclure Centre, Dundee, August - October 2016
- Gap In The Air: Festival of Sonic Art, Talbot Rice Gallery, Edinburgh, January 2015

Education

2014 - 2016 : MScR Sound Design by Research with Distinction - University of Edinburgh - supervised by Martin Parker

- Playing With Code: Mobile Play for Dynamic Audio - A portfolio of game based interactions with dynamic audio for mobile devices.
- Interactive Sound Environments - "Neroboros" - A collaborative work developing 3D game environments using Unity, Blender, FMOD and procedural sound generated in Pure Data. I worked on game design, programming, sound design and audio programming.
- Introduction to Interaction - Theme based Flash and HTML5 projects based upon own theme of Pictish sites of interest.
- Research Methods - Reflection in and on Creative Practice.
- Music on Screen - "More to Hear than Meets the Eye" - Video essay analysis of the use of dynamic audio in the popular mobile game, Monument Valley.

2010 - 2014 : BMus Music Technology - First Class Honours - University of Edinburgh

- Music Technology Project - explored peg solitaire game as a compositional tool, culminating in the construction of an interactive peg solitaire board controlling an automated monochord, using Arduino. Sound was triggered and manipulated in real-time using Pure Data run on a Raspberry Pi.
- Electroacoustic Portfolio of Compositions - Music concrete and web hosted sound walks.
- Film Music Pre and Post 1950 - Electroacoustic improvisation to silent film and analysis of soundtracks and sound design.
- Realtime Computer Systems for Music (Max MSP)
- Algorithmic Composition and Signal Processing (Common Lisp)

2007 - 2010 : International Baccalaureate - 41/45 points

- Higher Level: Music, Geography, Spanish. Standard Level: Maths, Physics, English.

Technical Expertise

- Software: Unity, FMOD, Wwise, Pure Data, Max/MSP, Flash, Blender, Xcode, Pro Tools, Logic.
- Programming: C#, Javascript, C, Swift, Objective - C, HTML5, CSS3, Common Lisp, Processing.
- Experience developing for mobile, VR, ARKit, micro controllers and embedded systems using Arduino and Raspberry Pi.

Presentations

April 2017 - Dialogues - When Art Meets Technology, Edinburgh International Science Festival, Edinburgh

March 2017 - GDC Roundup - IGDA Scotland, Dundee

September 2016 - Artists Talk Hannah Maclure Centre, Dundee

Workshops

- Building tin can synthesisers, Room to Play, Tinderbox Orchestra, December 2016
- Building balanced contact microphones and hydrophones, Room to Play, Tinderbox Orchestra, November 2016
- Integrating Pure Data in Unity, University of Edinburgh, March 2016.
 - Led a group of 20 sound design students through the importance of procedural techniques in game audio and the process of integrating Pure Data patches into Unity projects.

Conferences

- An Exploration of Peg Solitaire as a Compositional Tool - Poster presentation at the Conference on New Interfaces for Musical Expression, London, 2014.
- Re-Signing Sound for Interactive Audio Installations - Presentation at The New Lot - ESALA 2014 Conference, Edinburgh, 2015.

Awards

2017 - IGDA Women In Games Ambassador - Received a scholarship to attend GDC in San Francisco.

2016 - IGDA Scholar - Received a scholarship to attend GDC Europe and Gamescom.

2009 - Winner Make it Break it Award - national songwriting competition in association with EMI, LIPA and XFM.

Other

Languages: English - Native, Spanish - Fluent

Full clean driver's license

Makes a mean tiramisu cupcake and can knit Norwegian mittens.