

I am a **designer, researcher** and **creative technologist**, originally from England and currently based in the Netherlands. My focus lies primarily in the intersection between technology and psychology, from interface design to cybernetics. In my work as a **PhD candidate**, I'm developing interfaces and mental models for quantum computers.

PROFESSIONAL EXPERIENCE

PhD Candidate

IDE Faculty, TU Delft

(August 2021 - Present)

As a PhD candidate, I am researching and developing Quantum Human-Computer Interaction (HCI), in collaboration with QuTech, a leading Dutch quantum research institute. My work focuses on the development of the Quantum Inspire platform, a full-stack system and web interface that makes real qubits and quantum algorithms available to the public. I am also creating new mental models of quantum computing to improve accessibility.

Research Assistant / Designer

Vibe Research Labs

(June 2019 - June 2021)

Vibe Research Labs is a design research venture, based in TU Delft's Industrial Design Engineering (IDE) Faculty. As a research assistant and designer, I created interactive prototypes that facilitate fundamental research in perception, psychophysics and empirical aesthetics. My work included programming, physical prototyping, co-writing academic publications, concept illustration and web development. Projects and publications can be viewed at viberesearch.org.

Copywriter

IDE Faculty, TU Delft

(September 2020 - February 2021)

My role involved writing articles and news items for the faculty's weekly newsletter, in addition to conducting publicity interviews and voice acting work for promotional materials.

Coach - Research Methodology

IDE Faculty, TU Delft

(April - June 2020)

In this role, I co-taught two studios in the MSc Design for Interaction Research Methodology course. My work involved coaching students in academic writing, design research methods and data analysis.

Student Assistant - Interactive

Technology Design

IDE Faculty, TU Delft

(January - June 2020)

As a student assistant for the Interactive Technology Design course, I worked in a primarily student-facing role, providing technical support with interactive prototyping and programming. I also assist with course organisation, liaising with students and staff, and teaching core skills workshops to students.

Architectural Assistant / Visualiser

Cooley Architects

(September 2018 - August 2019)

My work involved producing technical drawings, planning materials and documents for a range of projects across development stages and building sectors. I liaised regularly with planning authorities, engineers and other stakeholders. I also produced rendered and digitally painted visualisations of projects, from bespoke residential to complex mixed-used developments.

Architectural & Executive Assistant

Amos Ellis Consulting

(March - September 2016)

My role involved producing technical drawings, visualisations and planning documents for small-scale domestic projects, in both design and planning phases. I was also responsible for project management and acted as planning agent for several applications.

Architectural Assistant

PAAD Architects

(April - September 2015)

I primarily produced technical drawings, construction details and visualisations for projects in both planning and construction phases. My work resided mainly in the cultural sector. Additionally, I managed and produced full construction details for a small-scale cultural building.



EDUCATION

MSc Design for Interaction

Technische Universiteit Delft

(September 2018 - February 2021)

Grade: 10/10 (Cum Laude)

The Design for Interaction MSc track focuses on human-centred, technologically innovative design. My thesis explored the role of biodata and continuous aesthetic ratings in optimising aesthetic experiences, culminating in a technical platform for data collection and analysis, alongside an audiovisual installation that responds to and expresses this data.

BSc (Hons) Architecture

University of Bath

(September 2013 - July 2017)

My undergraduate studies covered a variety of architectural topics, including Environmental Design, Detail Design and Architectural History and Theory. My thesis was centred around Musical Architecture and resulted in the design of a centre for music education and luthiery (in this case, the crafting of guitars).

LANGUAGES & CERTIFICATIONS

Languages

English - Native proficiency

French - Working proficiency

Dutch - Elementary proficiency

Certifications

Teaching English as a Foreign Language (TEFL)

(Issued August 2019)

I am a certified teacher of English as a foreign language, having completed my training over 2 months in Beijing, China.

PUBLICATIONS

Designing Smart Systems: Re-framing Artificial Intelligence for Human-centred Designers

(Caiseal Beardow, Willem van der Maden, James Lomas)

In Proceedings of TMCE (Tools and Methods of Competitive Engineering) 2020.

SKILLS

Communication

Adobe Creative Suite:

Photoshop



Illustrator



InDesign



PremierePro



SketchUp



Hand sketching



Physical modelling



Academic writing



Drafting

AutoCAD



MicroStation



Revit



Development

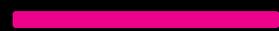
Sketch



Arduino



C++



Java



JavaScript



p5.js



Python



HTML/CSS

