

CV

Dominik Koller

Teaching and Talks	June - Oct 2018	Founder and Teacher <u>www Academy</u> , visual programming	Berlin
	Oct - Dec 2016	Tutor for Programming and <u>Creative Computing</u> Programming Javascript with p5.js Goldsmiths University	London
	April 2016	External Lecturer, RCA Generative Design with vvvv	London
	April 2016	Lecturer: Intensive Workshop Visual Programming with VL Resonate Festival	Belgrade
	January 2016	Tutor, University College London Projection Mapping with Robotics Interactive Architecture Lab	London
	2015	Projection Mapping w/ vvvv Workshop and Talk NODE15 Forum for Digital Arts	Frankfurt a.M., DE
Professional Experience	2018, 2020, 2021, 2022	<u>NEEEU</u> Project Lead C# development	Berlin
	2014 - 2017	<u>vvv Group</u> vvv, C#, VL development Visual programming language design	Berlin
	2015	<u>Marshmallow Laser Feast</u> vvv development	London
	2015	<u>Nexus Interactive Arts</u> vvv development Creative prototyping	London
	2013	<u>Nexus Interactive Arts</u> Intern	London
Awards	2015	Honorary Mention Prix Ars Electronica u19	
	2013	<u>Golden Nica</u> Prix Ars Electronica u19	
Education	2017 - 2022	<u>Master of CS and Philosophy</u>	Oxford

Selected experiences in Detail:

I create custom-built experiences, using Augmented Reality and various interactive technologies as tools to tell stories, convey information and build brands. Within the studios NEEEU (which I started before studying), Marshmallow Laser Feast and Nexus Interactive Arts, I have led and developed numerous projects for retail, brand marketing and cultural institutions. Recent projects include using AR to rediscover long lost architecture, mixed reality guided museum tours, and developing a digital exhibition platform for new types of media art for the high-profile contemporary art hall Gropius Bau. My early work received the Ars Electronica Golden Nica, referred to as the 'Oscar of Media Art'.

I worked on the development of the visual programming language vvvv, giving me deep insights into digital product development and tools for interactive technologies. For vvvv, I researched and implemented programming language features. This was also the focus of my first two years at Oxford University, studying Principles of Programming Languages and implementing compilers.

During my later years at Oxford University, I focussed on statistics, machine learning, and probabilistic programming, a technology for deriving probability distributions over systems too complex to model directly. In my masters thesis, I built a GDPR-compliant data collection app for health research, and explored predicting mental wellbeing from wearable data.

I am currently exploring strategy and commercial direction for the design studio NEEEU, looking into redefining retail experiences using Augmented Reality.