

DR GREG TURNER

greg@gregturner.com • github.com/cogat • Date of birth: 28th August 1979 • UK and Australian citizenships

- ▶ CTO at ACMI — the Australian Centre for the Moving Image.
- ▶ Founder, Technical Information Architect, CEO and Head of Product at **the Interaction Consortium**, a web development company based in Sydney, working with recognised institutions and brands in Australia and globally.
- ▶ Architect of museum websites, collection searches, APIs and other digital platforms for **AGNSW (2010)**, **NFSA (2010)**, **MCA Australia (2012)**, **San Francisco Museum of Modern Art (2015)**, **ACMI (2016)**.
- ▶ Instigator and product owner for **GLAMkit**, an open-source content management system for museums.
- ▶ Researched and prototyped a semantic web tag-matching system for ABC Open, including realtime updates of knowledge from DBPedia (2012). Created and implemented **Design and Art Australia Online (2013)**, a crowdsourced, peer-reviewed, version-controlled dictionary of Australian artist and designer biographies at UNSW.
- ▶ Primary active tech skills, in order of expertise: Django/Python (inc ecommerce, unit testing, search, RESTful API design) since 2007; Javascript (inc Angular, Backbone, JQuery) since 1997; HTML/CSS (inc Bootstrap) since 1997; Postgres/MongoDB since 2010.
- ▶ Experienced in realtime audio, video and 3D in mobile/desktop apps and exhibition installations, using Unity3D game engine (since 2014), Ableton Live (2015), C (2007), Java (2002), Max/MSP (2006). Some experience with electronics and embedded systems, including Raspberry Pi, floor sensors and biosensors, computer-controlled lighting.
- ▶ Founding board member of **Robots & Dinosaurs**, a Sydney maker space, and the **Sydney Awesome Foundation**.

EMPLOYMENT

2017– CTO, ACMI

My role is to design and deliver technology, interactive and media in the service of the overall visitor experience at a renewed ACMI, due for launch in early 2020.

2008–2017 FOUNDER, CEO, TECHNICAL INFORMATION ARCHITECT AND HEAD OF PRODUCT
THE INTERACTION CONSORTIUM, SYDNEY & MELBOURNE, AUSTRALIA

The IC builds world-class digital platforms to solve complex systems integration problems. I helped to start the company, which grew to 22 people under my leadership. I conceptualised, budgeted and pitched for projects, and managed teams of 3–12 people and external contractors for clients including ABC, SBS, IWC, MCA, UNSW, Spotlight, Ministry of Sound, and a range of museums across the US and Australia.

2005–2008 FREELANCE INTERACTION DESIGNER, SYDNEY, AUSTRALIA

Various projects including: Interactive timeline for the Australian Film Commission; Interactive census maps for Powerhouse Museum; Django CMS for the first Sydney Vivid and Vivacity festivals.

1999–2000 SIMULATION TECHNICIAN
DEFENCE EVALUATION AND RESEARCH AGENCY, UK

Working at the cutting-edge of human factors technology, I was responsible for creating the 2D cockpit interface and scenario control for a flight simulator, designed to increase pilot cognition for a new generation of aircraft.

EDUCATION

2003–2007 PHD IN COMPUTING SCIENCE
UNIVERSITY OF TECHNOLOGY, SYDNEY, AUSTRALIA

Topic: Interactive Systems and Creativity. I examined creative uses of interactive technology to find ways to improve technology that supports creativity. I also collaborated on several internationally-exhibited interactive art installations, including *Cardiomorphologies* (with George Khut) and *Séance* by Norie Neumark and Maria Miranda, and *Memory* and *Urban Fiction* by Petra Gemeinboeck.

1997–2002 MASTER OF COMPUTER SCIENCE (MCOMP)
LOUGHBOROUGH UNIVERSITY, LEICESTERSHIRE, UK.

A 5-year course combining Bachelor's and Master's qualifications in computer science. Classification: First Class Honours. For my master's project I created a realtime 3D graphics engine with biofeedback for mathematical visualisation written in Java as part of an art installation.

OTHER INTERESTS

Playing piano

Scuba diving

Samba drumming

Photography

Data visualisation