

# DR GREG TURNER



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

I am a creative technology leader, strategist and maker. As Chief Technology Officer at the Australian Centre for the Moving Image (ACMI) and CEO at the Interaction Consortium, I bring vision, ambition and generosity to diverse teams practising at the forefronts of technology and culture.

As my 3-year project at ACMI draws to a close, I am seeking an executive or senior management role within a courageous organisation that engages deeply with the power of creative technology to shape society, economic systems and human nature. I am also open to aligned consultancy or advisory positions.

## CORE COMPETENCIES

- ▶ Whole-of-org digital strategy, delivered through developing shared awareness and insight, connected comms and smart orchestration of technology approaches.
- ▶ Wide-ranging development and operations skills, from front-end and back-end software to internet-of-things devices, to robust infrastructure and systems integration.
- ▶ Calm, confident stewardship of people and resources within complex and ambiguous landscapes
- ▶ Accessible and friendly investigation and communication around technology, translating between disciplines and mindsets, and overcoming knowledge silos.
- ▶ Socially-progressive mindset that prioritises equality, diversity and inclusion.

## CAREER

**2017–2020 CTO AT ACMI, FEDERATION SQUARE**, Australia's museum of film, TV, videogames, digital culture and art. ACMI undertook a \$40m renewal project and hired me to manage the multi-million-dollar technology transformation budget.

- ▶ Overhauled ACMI's approach towards technology in infrastructure and exhibition-making, structuring around degrees of innovation and implementing agile processes and DevSecOps mindset. Employed emerging technology trends and open-source to strengthen and optimise technology investment. As a result, ACMI now has a smart, efficient, robust and re-usable exhibition technology platform that can be redeployed globally, and that is set to deliver an order-of-magnitude improvement in cost-effectiveness, with sound future-proofing.
- ▶ Convened design and technology teams to give life to **the Lens**, a piece of service design that provides a physical/online hybrid augmentation to ACMI's visitors. Collaborative elements of the Lens range from experience design in New York, dataviz design by OOM Creative in Melbourne, and manufacturing design in Shenzhen, to the creation by my team of Internet-of-things hardware and XOS (the systems integration and content toolset that underpins the Lens).
- ▶ Specified and procured a 7-figure tech integration contract and several 6-figure online services contracts. Oversaw the design and specification of upgraded building tech infrastructure, including power, fibre backbone, 10Gbps Internet and firewall upgrade, 1100+ ethernet points, public wifi and Dante-enabled networked audio.
- ▶ Helped develop corporate partnerships with Intel, Adobe, Panasonic and Yamaha amongst others. Contributed to successful ARC Linkage grant application for "Play It Again 2" project, in part by brokering an in-kind contribution from AARNet.

**2008–2017 FOUNDER AND CEO AT THE INTERACTION CONSORTIUM**, a digital creative practice consultancy based in Sydney, consulting for recognised institutions and brands in Australia and globally.

- ▶ Technical architect of museum websites, collection interfaces, APIs and other digital platforms for [AGNSW \(2010\)](#), [NFSA \(2010\)](#), [MCA Australia \(2012\)](#), [San Francisco Museum of Modern Art \(2015\)](#), [ACMI \(2016\)](#) and the [Art Gallery of South Australia \(2017\)](#).
- ▶ Interdisciplinary research collaborations with [Design and Art Australia Online \(2013\)](#) and [ABC Open \(2012\)](#).
- ▶ Helped build and launch experimental innovation startups for Graeme Wood (of Wotif) and Bendigo Bank, and community organisations [Robots & Dinosaurs](#) (a Sydney maker space) and the [Sydney Awesome Foundation](#).
- ▶ Founding member of the Django Code of Conduct Committee, promoting diversity and inclusion in the Django open source community.
- ▶ I have developed realtime audio, video and 3D, in mobile and desktop apps, websites and exhibition installations, using, for example, the Unity game engine (since 2014), HTML (1997), Python (2007), C (2004), Java (2002), Max/MSP (2006). I have production-grade experience with interactive hardware and basic electronics, including Raspberry Pi, computer vision, floor sensors and biosensors, computer-mediated lighting and audio.

## PRIMARY SKILLS

**INTERPERSONAL** Strong written, verbal and presentation skills (including presentations to board, all staff, steering committees, potential sponsors and clients); empowering management of teams of up to 22 people; strategic leadership across wider interdepartmental teams.

**TECHNOLOGY** 20+ years: HTML/CSS/JS, Postgresql; 10+ years: Python, Django, ReST API integration, Git; 5+ years: continuous integration/deployment, Docker, Processing, Java, Raspberry Pi, AWS, PHP; 3+ years: Wagtail, Unity, Max/MSP, Arduino, Azure, Google Compute (including Machine Learning APIs).

**PRODUCTION/DOCUMENTATION** Airtable, Photoshop, Illustrator, Google Docs/Sheets, Word, Excel, Confluence, Scrum and various project management tools and workflows. Strong analytical thinking and data visualisation.

## EDUCATION

**2003–2007 PHD IN INTERACTIVE SYSTEMS AND CREATIVITY, UTS, AUSTRALIA** Supervised by Prof Ernest Edmonds and Dr Tim Mansfield at the Creativity and Cognition Studios, I completed a socio-technological study of Artist-Technologist collaborations, focussing on how technology design can become more supportive of creative cognition and interdisciplinary collaboration.

**1997–2002 MASTER OF COMPUTER SCIENCE, LOUGHBOROUGH UNIVERSITY, 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 novel realtime 3D graphics engine with biofeedback for use in an art installation.

## REFERENCES

**AVAILABLE ON REQUEST**