Benedict Sheehan

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About Me

I'm a Creative Technologist, a synergistic mix of programmer, engineer, designer, maker and artist.

From making a Mind Controlled Scalextric track for the Goodwood Festival of Speed through to making Interactive 3D Navigation kiosk software for Swire, one of the largest shopping centres in the world.
From one off bespoke software solutions through to being part of a bigger team.

My technical skills include C++/C# Programming/Python, OpenGL graphics, WebGL, GPU Shaders, 3D Scanning and printing, Projection Mapping, 3D Kinect and a whole lot more.
Also trained as an animator and artist. I use my creativity in tandem with a solid technical knowledge and a strong holistic, 'bigger picture' and lateral thinking capacity. I enjoy being curious.

Over 30 years computer programming experience working in creative development environments (specialising in human experience interfaces and 3D graphics).

As well as a professional corporate career, I also have solo and collaborative artworks which have been exhibited in over 17 international art and fashion exhibitions including the ICA and the Barbican. Collaborative and solo museum exhibits including the V&A, the Cutty Sark and the Science Museum in London and the Singapore Science Centre.

I am also sometimes an educator, and enjoy encouraging and teaching people from all ages and backgrounds.
Teaching at London St Martins and Brighton University, as well as after school maker club for kids.

Specialities: 3D graphics and special effects, human interaction and the psychology behind a user interface, motion analysis, infrared cameras, Kinect and 3D vision, OpenGL, Openframeworks, C++, Unity3D, C#, Python, 3D scanning, photogrammetry. Arduino and Raspberry Pi programming and electronics. Creative solutions. Creating special experiences.

Experience

Creative Technologist

2003 – Present

As a Creative Technologist, I've enjoyed various roles from long term contracts through to short term projects.

A creative developer. I enjoy being involved in projects where I find a cross-over of disciplines that require creative and imaginative solutions.

Designing and implementing interactive experiential installations, from Projection mapping to interactive tables.

Programming strengths in C++, WebGL, C#, GLSL & GPU Shaders, Javascript, PHP.

Wide range of skill sets including Blender/3DSMax/Photoshop/AfterEffects.

Clients include : Bentley, Microsoft, Imagination, Davidoff, Adidas, Diageo, Shopify, Solarflare Studio, Engage, Five33, Spiral, Soda, Inition, 7th Sense, also solo and collaborative art installations and museum exhibits.
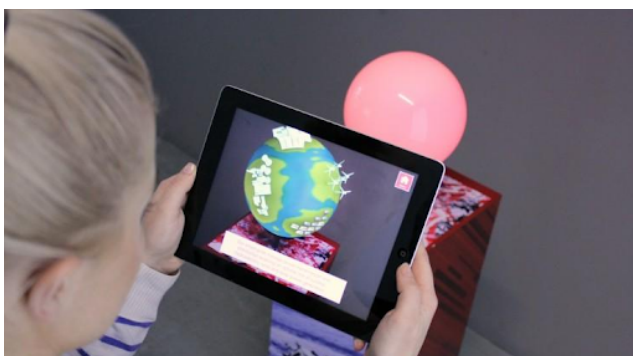

I was technical lead and developer for this Mind controlled Scalextric track at the Goodwood Festival of Speed 2021
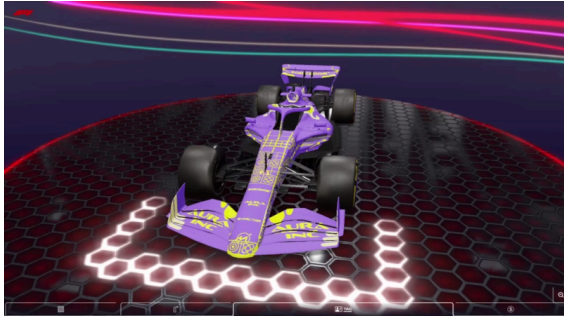
The public could use mind reading headsets to control the cars!
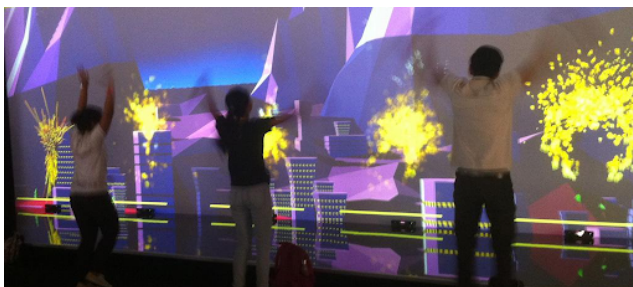
Large public interactives

An Augmented Reality app for Hitachi. Programmed in Unity3D.

A mobile webGL app for F1 so that users could design
their own livery.
Lots of 3D Shaders.

Interactives for Glastonbury.
Working with Copperdollar for many years is
A great opportunity to try out new ideas
on thousands of people!

Visiting Lecturer on MA Digital Media Arts

University of Brighton
2004 – 2023

Sue Gollifer's excellent course for the crossover of disciplines.

Whether teaching kids or adults, I've found it very rewarding to help people overcome their
difficulties and learn to shine. Teaching a range of capabilities and tools.

Workshop Manager and Teacher for kids

MakerClub
Feb 2019 – Mar 2020
Brighton, United Kingdom

Running after-school www.MakerClub.org sessions for 8-14 year olds.

All kids are unique and I enjoyed ensuring all the children are encouraged in their strengths
and taught not to be afraid of trying out new things to give them confidence with their
weaknesses.

Unity programming Engineer

Product Madness
Apr 2016 – Jul 2016

London

Programming Unity C# and framework

Project Manager & Software Developer

INITION
Nov 2013 – Dec 2014

Shoreditch, London

Leading a team on cutting edge bespoke applications. Project management, Unity3D development, C#, C++ Unity3D plugin development. OpenCV, OpenFrameworks, Polhemus motion capture.

Projects include augmented reality for Jaguar, experientials for Diesel, AR for Hitachi

Visiting Lecturer

Central Saint Martins College Of Art and Design, University of The Arts London
2003 – 2004

Tutoring MA Textile Futures

Senior Software Engineer

Uniquin
2002 – 2004

Low cost usb 3D scanner development C++

Quality Assurance Engineer

Nucoda
2002

Quality Assurance Engineer for latest hi-end film and television special effects and compositing system for Sony

Senior Software Engineer

Tricorder

1998-2001

Development of 3D scanners for medical and entertainment industries C++

Software Engineer

Trace Computers plc
1988 – 1993

Unisys Cobol language, PC C language Geographical Mapping Systems

Performer and Digital Effects

Copperdollar
Jul 2008 – Present

Digital Artist, C++, interactives, Kinect, projection mapping, interactive installations, performer.

Working with Copperdollar has been fantastic. Directed by the amazing Kt Simpson, I've been able to explore new ideas and have the opportunity to work with an amazing crew. And wow, we work hard doing something we enjoy!
One of the many things I have learnt in this experience, is how it is possible to connect to people in different ways; our brains filter out what it thinks it knows! What it expects. If you create uncertainty, the unexpected, a fun surprise, then our brains spring to life, all our senses become active. Like being on holiday and not knowing what is around the corner and discovering a lovely little bar :-D

National Theatre Gone in 20 minutes festival.
Glastonbury performances (2009,2010,2011,2013,2014,2015,2016,2017,2018),
Winner of 2009 Brighton Festival Best Cabaret.
Spitalfields, Stockton on Tees and Kendal theatre Festival performances.
Basingstoke Projection mapping onto Willis Museum, 2016, interactives, 2017

Artworks and Exhibition work:
1990 – Present

Goodwood Festival of Speed, Future Lab.

National Theatre, Watch this Space Festival, 2012,

Glastonbury, 2009-2018,

Microsoft Visitor Center, Seattle, 2012,

SIGGRAPH art gallery, Boston,

The Institute of Contemporary Art, the Mall, London,

The Victoria and Albert Museum,

The Barbican Centre,

The OXO tower,

Propeller-Z, Vienna,

Open House, Brighton Festival & Fringe, 2006-2013,

Big Blip, 2005, 2006,

Bestival, 2012,
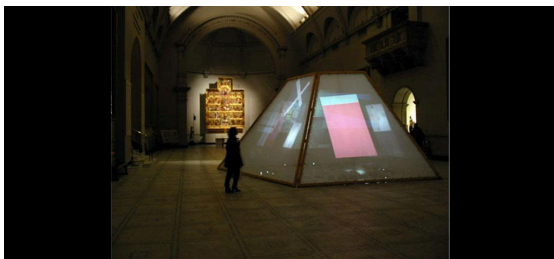
Kindal Mint Fest, 2011,

Stockton Theatre Festival, 2011,

Spitalfields outdoor theatre festival, 2011,

Secret Garden Party, 2014,

The Spiegel Tent

The Rose Hill, Brighton, 2020, 2021

'Tenth'. At the Victoria and Albert museum London. Spore.
Collaborating with a composer and a fashion designer to create a stand alone installation within the Raphael Room. with Simon Thorogood and Stephen Wolff

Compost toilet Murals. Glastonbury.
I painted murals for the fantastic compost toilet division for my ticket this time.

Middlesex University

MA

Digital Art

1996 – 1997

Activities and Societies: I was awarded a scholarship to finance my MA by Eidos International. One of the best things about this course were my fellow students. 6 of us went on to make our own successful art group Spore, and we've all carved out interesting careers!