

Math Whittaker

Computational Designer

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I have a strong background in new technologies and computation through my background as a technical designer and my masters degree in Technology. Throughout my education and career I have had to become accustomed to helping people with technology as well as advising them on approaches. This includes teaching technology related subjects from Secondary school level up to PhD level. As well as interacting with more general public through exhibitions and conferences I have spoken at. My interest in working at Dixons Carphone world is being able to apply this specific knowledge to better help people with less experience in the subject to make the right decisions. I am very flexible when it come to working times and hours, and I am confident with working in a customer facing role where interactions with customers is key.



Skills

◆ Grasshopper	◆◆◆◆◆	Excellent
◆ Rhino	◆◆◆◆◆	Excellent
◆ Java	◆◆◆◆◆	Good
◆ Processing	◆◆◆◆◆	Very Good
◆ JavaScript	◆◆◆◆◆	Good
◆ Python	◆◆◆◆◆	Good
◆ C#	◆◆◆◆◆	Good
◆ C++	◆◆◆◆◆	Average



Work History

◆ Jan 2019 -	Technical Designer 2
◆ Sep 2019	<i>New Balance, Lawrence, MA</i>

Worked as Technical Designer 2 for New balance. In this role i created computational design tools for new balance to help designers develop designs faster. Some of these tools were written in C# for Grasshopper to aid the computational design department. I also developed tools in Javascript, Java, processing and python in order to develop tools based on Photoshop in order to create tools which could be used by less computationally skilled designers. I also worked on using computational design techniques such as agent based simulation in conjunction with data collected from athletes in order to create high performance data driven designs.

◆ **Jan 2018 - Teaching Assistant**

May 2018 *Harvard University, Cambridge , MA*

Worked as a Teaching Assistant for "Digital Media 2" Class at Harvard University. The focus of this class was to teach students the skills and thought processes required to create interactive designs. Through this I taught and ran classes in C++ for arduino/proton, how to collect data and then reinterpret it to create interactive designs, And help the students develop the design aesthetics of their project.

◆ **Aug 2014 - R&D Researcher**

Jul 2016 *Jali Ltd, Canterbury, Kent*

I worked as a researcher in the manufacturing and design research department. Through this I worked on various projects from developing manufacturing methods for large scale industrial robots including 3D printing techniques and flame cutting. I also worked on reorganising the companies factory layout in order to increase efficiency. Finally i worked on smaller scale projects including developing a 3D printer in order to increase prototype development and give customers a better idea of what the custom product they would receive was going to look like

◆ **Jul 2011 - Cad Designer**

Aug 2014 *Ockenden Engineering, Sittingbourne, Kent*

Generated 2D sheet metal drawings in solidworks for various projects ranging from small scale automotive parts to large scale commercial engineering projects such as developing a carbon neutral power generators

◆  **Education**

◆ **High School Diploma**

Queen Elizabeth's Grammar School - Faversham Kent UK

◆ **Sep 2013 - Bachelor of Arts: Three Dimensional Design**

Jul 2016 *Manchester Metropolitan University - Manchester UK*

◆ **Aug 2016 - Master of Design Studies : Technology**

May 2018 *Harvard University - Cambridge, MA*



Accomplishments

Talk: Textiles: Virtual to Actual event at Siggraph 2019. I conducted a 30 minute presentation followed by a panel discussion on the limitation of computational tools to aid the design and manufacturing of 3D knitted objects.

Exhibition: Manchester School of Art Graduate exhibition 2016. I exhibited my final project from my undergraduate degree from the 11-22nd June 2016. Estimated attendance 2000+ people

Exhibition: New Designers Exhibition in London. I exhibited my undergraduate work at the New designers exhibition in London. For this I was selected with a small number of other students to represent the university for furniture Design.

Award: Ferrious Design Outstanding achievement award 2016. I was awarded this by the Design company Ferrious, based on the work produced from my undergraduate degree.

Award: Makers Dozen Innovation award. I was awarded this by a Design Collective in Manchester UK based on the work produced from my undergraduate degree.

Publication: Threads : A push towards body conscious clothing. My masters thesis published at Harvard University
Produced: May 2017

Article: *Designing by algorithm: "I don't draw anything "* An article written about my work and methods written by [Chris Sharratt](#) on 16th Mar 2016 for Manchester Metropolitan universities innovation research group