

JESSE THOMPSON

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HIGHLIGHTS

- Curator & contributor. White Noise Recordings, *Degradation*, an open-call album for audio works responding to the theme of degradation. 2023.
- Research assistant. *Polisonics*, a Royal College of Art platform for sound practice and research. 2022.
- UX Designer & Web Developer. *Beyond The Breakdown*, an AI-assisted world building online art project for Sundance Film Festival with Lauren McCarthy, Tony Patrick, Grace Lee. 2021.
- Assistant Editor. *p5.js Contributors Zine 1.0*. 2020.
- Pokémon Scholar. Inaugural recipient of the £25,000 *Pokémon Company Scholarship* at the Royal College of Art. 2019.

EDUCATION

MA Information Experience Design. Royal College of Art. 2017-2019.

MBA. Piedmont College. 2005-2008.

BA English Literature. Rollins College. 2002-2005.

TALKS & TEACHING

- Lecturer, Visual Comms, Information and Data Design, London College of Communication, University of the Arts London, 2023-Present.
- Associate Lecturer, Graphic Design Communication, London College of Communication, University of the Arts London, 2022-Present.
- Northwestern University guest speaker for Human Computer Interaction course, Master of Science in Health Communication, 2022.
- Royal College of Art visiting lecturer. 2019, 2021-2022.
- Pokémon art & research presentation for CEO and board of trustees at Tokyo headquarters. 2019.
- Blue{shift} Creative Code Instructor. 2018-2019.
- P5.js coding workshop lead at Royal College of Art. 2018.
- Flagler College visiting artist presentation. 2016.
- Sewanee: The University of the South sound workshop lead. 2015.
- Link Charter School Middle School Classroom Teacher. 2012-2013.

EXPERIENCE

London College of Communication at University of the Arts London

Lecturer Visual Comms, Information and Data Design - January 2023-Present

Planning, delivery, admissions, and facilitation of MA graduate programme, Design for Data Visualisation. The programme is driven by the intelligent interrogation of data and intensive, practice-led research. Together with the programme leader, we guide approximately 26 graduate students through an 18 month course of study that aims to develop the ability to translate data into creative narratives that a wide variety of audiences can understand using the most appropriate form of communication design for each project, including print, physical objects, environmental design or a screen based interaction.

Associate Lecturer, Graphic Media Design - September 2022-June 2023

Planning, presentation, and facilitation of an undergraduate class for YR 2 students that meets twice a week at the London College of Communication. It is a course exploring sound and motion design principles that works with approximately 35 students. Together with my co-teacher, we expose students to relevant concepts and examples while applying a teaching methodology that emphasises learning as an iterative making process.

Creative Technologist, Freelance

March 2016-Present.

Design and develop websites, site-specific installations, and software applications for nonprofits, civic initiatives, art projects.

Critical Media Project at the USC Annenberg Center on Communication Leadership & Policy

Multimedia consultant / sound designer. October 2020-December 2022.

With faculty from the University of Southern California, I design and develop multimedia platforms and tools including a web-based art gallery and instructional videos for students in the LA County school system. Critical Media Project (CMP) is a free media literacy web resource for educators and students (ages 8-21) that enhances young people's critical thinking and empathy and builds on their capacities to advocate for change around questions of identity.

Qogita

Senior UX/UI product designer. November 2021-December 2022

With developers, designers and product managers, I crafted digital experiences through a product design process that included conducting data analysis and user research, creating wireframes, mapping UX journeys, building prototypes and designing high fidelity user interfaces for a new online marketplace. I also served as a design mentor for junior designers at the company.

Processing Foundation

Director of Innovation. 2016-2017

Based in Los Angeles and NYC, the Foundation promotes software literacy within the arts by developing and distributing a group of related software projects, which includes Processing (Java), p5.js (JavaScript) and Processing.py (Python), and facilitates partnerships and collaborations with allied organisations and individuals, to build a more diverse community around software and the arts. During my time there, I conducted the first community survey and launched the online membership drive and website redesign in collaboration with Folder Studios. I was a co-mentor, along with Lauren McCarthy, for an afterschool and summer camp program called DIY Girls. The artist-led partnership created a code-based curriculum for future community initiatives. With board members, Casey Reas, Ben Fry, Daniel Shiffman and Lauren McCarthy, I organised and helped select Processing Foundation Fellowships, which are annual awards for ambitious software development and community projects with funding and guidance from the Foundation.

David Lynch Foundation

Assistant Director of Los Angeles Programs. 2013-2016.

Based in NYC and Los Angeles, the nonprofit organisation aims to reduce stress and the side effects of trauma to support cognitive and emotional well-being through meditation programs. Over the three years I was with the organisation, I led Los Angeles outreach efforts and participated in numerous projects. With the help of school leadership, teachers and parents, I launched and led the Quiet Time Program (the specific title for school initiatives) in South Los Angeles at Frederick Douglass Middle School. I tracked statistical and subjective outcomes such as attendance, behaviour and performance to strategize and optimise future initiatives. For Los Angeles fundraising events, I provided production assistance for The Music of David Lynch at The Theatre at Ace Hotel, 2015; Lifetime of Peace & Love Concert feat. Ringo Starr, 2014; Lifetime of Harmony Gala feat. Rick Rubin, 2014.

EXHIBITIONS & INSTALLATIONS

Heaven to the Cloud / Royal College of Art

My final MA research project presented as an exhibition and live performance exploring digital rituals as culturally familiar forms of ceremony in an attempt to better illuminate the complexities of the commodified internet and the algorithmic integrity of artificial intelligence. 2019.

Amid / Dyson Gallery RCA

With Inés Cámara Leret, Amid was a real-time sonification of air in response to minute-to-minute changes of nitrogen, carbon monoxide, nitrogen dioxide and ozone gases. These gases are most commonly associated with air pollution. The aim of the project was to recontextualize the experience of climate change by creating a new experience that transcends political biases. Each gas is assigned specific tones and notes. As detected levels increase and decrease in the space, the musicality follows an up and down scale. 2018.

Rose Selavy's Dada Extravaganza / Royal Academy of Arts

A group installation, live performance and production for RA Lates celebrating the Salvador Dalí / Marcel Duchamp exhibition. London, 2017.

Not Just A / 202 Gallery at Central Saint Martins

A multimedia piece synthesising personal text messages into sound and pixels, transforming a virtual exchange into a new kind of sensory experience – live with Processing software. The harmonics between the human and computer voice are extracted as midi tracks and serve as a score for the mystery of the virtual realm. London, 2017.

Sirens in the Blank / Hockney Gallery

Voice synthesis sound installation with Judith Deschamps + Yaprak Goker. London, 2017.

May The Light Come Back / La Tôlerie Gallery

Voice synthesis sound installation with Judith Deschamps + Yaprak Goker. Clermont-Ferrand, France, 2017.

Tectonic Apperception / Crisp-Ellert Art Museum at Flagler College

An interactive sound installation conceived as a sonic organism with microtonal movements, shifting itself across the architecture as sound installation. Tectonic movement within the space of the body — human or architectural — conveys

the sonic field as a fully present, fluid, interactive object with physical (sculptural) properties that shape our reality. Using a light sensor and Arduino microcontroller, the installation processes and responds to real-time variations in sunlight, evolving as a spatially aware, sonic consciousness within its environment. Florida, 2016. *

Flat Earth Folded / Big Medium Gallery

A multimedia, immersive sound installation using transducers to activate various materials as speakers. The exhibition is both site and sense-specific. The arrangement of objects and sound in the work creates a reframing and redescribing of our temporal and spatial experience. A sonic transducer transforms the material to which it is attached into the device that conveys pulses of energy into audible sound. This transformation of energy to sound to spatial/sculptural arrangement defines the structure for each of these projects. Flat Earth Folded explores the conceived relationship between space and object by utilising sound as witness and the primary agent of inquiry of physical space. This approach is both ancient and modern. Electronic media and computer music programming are combined with an experience of sound that is defined by the material and spatial arrangement of the landscape constructed within the gallery. Austin, TX, 2015. *

Flat Earth Unfolded / University Gallery at The University of the South

A multimedia sound, sculpture and interactive video exhibition using ceramic and steel objects, transmitting deconstructed sound designed with Ableton Live and Pure Data software in response to their material and shape. The result is an acoustic sculpture that is musical and spatially articulated while drawing attention to the physicality of sound and its narrative power. Sewanee, TN, 2014. *

* with Greg Pond *

MULTIMEDIA COLLABORATIONS

Britbot Chatbot / Sky Arts

Production assistant (research, data scraping, website front-end development) for commissioned Machine Learning project with Artist + Quantum Physicist Libby Heaney. 2018.

Tadra

A sonically guided drawing experience created with Processing software, which explores the relationship between drawing, communication and sound. As a participant draws, audio frequency changes occur along the X-axis and amplitude changes occur along the Y-axis. Our documented research included a test where individuals draw primitive geometric shapes and are then asked to listen to the next participant draw the same shapes to see if they can detect them via sound. 2017.

Vogue Paris

Music for videos of Fashion Week Milan and Paris and Chanel's 100th Anniversary Cruise to Singapore. 2013-2014.

Supporting Paragliding in Malawi, Africa / Cloudbase Foundation + Keen Footwear

Documentary score production and composition. 2014.

Performance Highlights

All Tomorrow's Parties Curated by Animal Collective, UK Δ J. Paul Getty Museum, LA Δ Isle of Wight Festival, UK Δ Midi Festival, France Δ Festival Internacional de Benicàssim, Spain Δ Sasquatch! Music Festival, Washington State Δ Parklife Festival, Milan Δ Bestival, UK Δ End of the Road Festival, UK Δ SXSW, Austin TX Δ

Discography

Dead by Dawn compilation: "Oakestra" – Jesse Thompson, Workhouse Rising, 2023 ~

Degradation compilation: "Underneath the Streets" – Tommy Toussaint, White Noise Recordings. 2023 ~

Traditions, Vol. II compilation: "Avatar Feels" – je5c feat. El Mir, Memory No. 36 Recordings. 2016.~

A Cool Kind of Love LP – Tommy Toussaint, Chill Mega Chill Records. 2015.~

#cc10 mixtape: "I Don't Wanna Cry" – Tommy Toussaint, Creative Commons + Bad Panda Records. 2013.~

Traditions, Vol. I compilation: "Floating Islands" – Tommy Toussaint, Memory No. 36 Records. 2013.~

Portals Summer II mixtape: "Summer of Love" – Tommy Toussaint, Portals, Chill Mega Chill. 2013.~

Computer Snacks EP – Tommy Toussaint, Bad Panda Records. 2013.~

Summer USA EP – Tommy Toussaint, Make Mine Records. 2011.~

Cosmic Caverns EP – Tommy Toussaint, Cats Purring Collective. 2010.~

The Good Feeling Music of Dent May and His Magnificent Ukulele: Paw Tracks Records. 2009. Δ

Δ with Dent May

~ wrote, recorded and performed

TECHNICAL SKILLS

TouchDesigner, HTML, CSS, JavaScript, p5js, Figma, Adobe CS, Ableton Live, Max/MSP, audio analysis, data sonification, Processing, Laser Cutting, Arduino.