

Ross Phillips Curriculum Vitae 2010

Employment

SHOWstudio.com – Creative Director – 2010 - present
SHOWstudio.com – Head of Interactive – 2003 - 2009

I have been creating online and location based installations, including 'Taking Liberty's', an installation in the window of Liberty, Regent St, and 'Tokyo Style Clash', based at the Beams Superstore in Tokyo. Other notable projects include a pan-European installation for Sony PSP, a series of online voice controlled interactives and 'Replenishing Body' for Evian, which was showcased in Designs of the year 2008 at the Design Museum. A ten-year retrospective of SHOWstudio.com recently finished at Somerset House, which included a number of my projects including a live casting booth and a re-staging of 'Taking Liberty's'.

In my role as Creative Director I am responsible for working with the team to maintain our core values and to make sure we remain at the cutting edge both in terms of the projects we do and how they are presented on the site. We have recently updated our catwalk coverage to include live streaming, full image galleries, tweets, video reports, behind-the-scenes blogs and a full review being posted within an hour of the show happening.

As well as being Creative Director I also work freelance, teach at Westminster University and develop my own installation works, many of which have been exhibited world wide.

Fabrica - Senior Consultant - 2001-2003

I devised and created interactive installations for Benetton Megastores; this work can still be seen in locations including London, Tokyo, Shanghai, Lisbon and Milan. Notable projects include: 'IN/OUT', a CD-ROM of sound toys published by Benetton; 'UNITED PEOPLE', a kiosk that allows users from all over the world to send and receive video messages from a Benetton store, and a four month exhibition entitled 'DARE', at the Museum of the Moving Image, New York.

AMX - Senior Developer - 1999-2001

Working with designer Malcolm Garrett at AMX, on enhanced CDs, viral games, video streaming, flash websites, presentations, mobile content delivery and Interactive TV. Clients included Virgin, EMI, Channel 4, Barclays, D&AD, Reuters, Helen Storey and Hewlett Packard. As Senior Interactive Developer, I was responsible for implementing a system that allowed HP to deliver content over multiple handheld platforms, the Hewlett-Packard Mobile Bazaar.

Exhibitions

Decode: Digital Design Sensations, Victoria and Albert Museum, London
Commissioned Interactive, December 8th to April 11th 2009/2010
SHOWstudio: Fashion revolution, Somerset House, London
Design and development of entire show (as part of team) plus featured work, September 16th to December 20th 2009
Incheon Digital Art Festival, Incheon City, South Korea
Commissioned Interactive, August 7th to October 25th 2009
Head to Toe for Super Contemporary, Design Museum
Commissioned Interactive, June 2nd to October 4th 2009
Artrock, Artrock music festival, St-Brieuc, France
Commissioned Interactive, May 28th to 31st 2009
Funky Pixels, Ars Electronica Center, Linz, Austria
Commissioned Interactive, January 5th to December 30th 2009
Design Cities, Design Museum, London
Commissioned interactive, September 5th 2008 to January 4th 2009
Cyberarts, O.K Center for Contemporary Art, Linz, Austria
Nominated in 'Interactive Art', September 4th to October 12th 2008
Design Cities, Istanbul Modern, Istanbul
Showing 1 interactive, April 23rd to August 10th 2008
Brit Insurance Designs of the year, Design Museum, London
Nominated in 'Interactive' category, February 16th to April 27th 2008
Games:av (part of the London games week), Club 333
Guest contributor, 5 games under the collective title Tedium/Incentive, 28th October 2007
The Replenishing body, Beyond the valley, 2 Newburgh street, London
Commissioned interactive for Evian, September 15th to 24th 2007
Dysfashional, Rotunda, Luxembourg
Showing 1 interactive installation, May to June 2007
Seoul Bienale, Triad New Media Gallery, Seoul
Showing 2 interactive installations as part of "I've been waiting for you", November 16 to December 17 2006
UK jack OK, Collete, Paris
Commissioned interactive, February to September 2006
Import/Export, V&A Museum, London
Showing 1 interactive installation for the British Arts Council, September to December 2005
PSP Amaze Me, London, Berlin, Rome, Barcelona and Dublin
Touring Interactive Installation commissioned by Sony Europe, September 5th to December 9th 2005
DARE, Museum of Moving Image, New York
Showing 2 interactive installations, August to October 2003

Alan Fletcher Exhibition, Bologna, Italy
Commissioned interactive, 2002
Helen Storey "Whisper" (with Malcolm Garrett), Oksenhallen, Copenhagen
Commissioned interactive, April 2001, ICA, London July 2001, Somerset House, London June 2002, Glasgow Science Centre, July 2003

Other Work

Video for Heaven 17 European tour - March 2010 – with Chris Curran
3D Sound Controller for Martyn Ware - January 2008, ongoing
Science Museum - 3 commissioned interactives for 'Science of Spying Exhibition' at the Science Museum - with Andrew Allenson, Joe Stephenson and Marcus Wendt - February 2007
Anakhana - Sound reactive menu - with Joe Stephenson, January 2005
Westminster University - Visiting Lecturer - February 2005 - present
Unkle - Online sound toy - August 2003

Awards

Ars Electronica 2008, Honorary Mention for 'The Replenishing Body' in Interactive art
Designs of the Year 2008, nominated for 'The Replenishing Body' in Interactive

Talks / Publications

'Creativity and Online Media' - Guest speaker – January 20th 2010, London College of Fashion
Offset – Guest speaker – November 7th 2009 – Liberty Hall, Dublin
idesign (one day event as part of LDW) - Guest Speaker - September 24th 2009, University of Westminster
Design Week – September 2009 – Featured commentator in 'Crystal Gazing' feature
Design Week – October 2008 – Full page feature in 'Rising Stars' supplement
Eye Magazine - Winter 2007 - Quoted in an article on Bill Mogridge by Malcolm Garrett
(<http://www.eyemagazine.com/feature.php?id=152&fid=662>)
idesign (one day event as part of LDW) - Guest Speaker - September 18th 2008, Purcell Room, Southbank Centre
Future of Sound - Guest Speaker - (The Sage Gateshead January 24th , Goldsmiths University March 1st, Kinetica Gallery June 7th) 2007
ARt&D - Research and Development in the New Art Practice - published by Netherlands Architecture Institute - November 2005
VIDFest Vancouver - Guest Panellist (Interactive Design) - June 2005
The Art of Experimental Interaction Design - published by IDN - July 2004 (3 projects featured)

Professional

BAFTA Interactive Entertainment Awards - Category Judge 2004
BAFTA member since 2004
Design Museum judge since 2007

References

Andy Cameron, Creative Director Fabrica & Benetton online
via ferrarezza
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Prof. Malcolm Garrett RDI, Creative Director
AIG: Applied Information Group
26-27 Great Sutton Street
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Education

MA Hypermedia - Westminster University - 1999-2000
BA(hons) Time Based Media - University of the West of England - 1996-1999

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