

Libby Odai

Libby Odai

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www.libbyodai.co.uk

Skills

Design

Adobe Creative Suite

App Development

iOS - Swift

Android - Java

Windows - C++

Web

HTML 5, CSS, Javascript,

Node, Wordpress

Marketing

HTML email campaigns,

SEO, Event planning

Office

Microsoft Word, Excel,

Powerpoint, Outlook

Misc

Project Management

Kinect/computer Vision

Animation 2D/3D

Arduino/Circuitry

PVG Check

Education

Jun 2017 - Nov 2017

Kingston University

Msc Embedded Systems

Sep 2013 - July 2016

Bournemouth University

BA (Hons) Digital Media Design

First Class

Sep 2012 - August 2013

Bournemouth University

BA (Hons) Computer

Visualisation and Animation

Aiming to break the barriers between the physical and digital realms, my work focuses on community engagement. Using traditional practice and craft I aim to actualise technological concepts in an accessible way.

Projects can be found on my website at the link above.

Freelance/ Digital Artist/Digital Designer/Developer

November 2017 - Present, Glasgow

Creating digital projects for commissions and clients. Projects include graphic design, websites and digital installations

- Creating digital installations for commissions
- Producing and pitching personal projects
- Creating websites and graphics for a variety of small businesses, charities and freelancers
- Outreach workshops and talks on digital education

Sugar and Spin Skate Crew/ Founder/Co-Owner

July 2018 - Present, Glasgow

Founder and Owner of Sugar and Spin, a rollerskating coaching and performance business.

- Planning and running workshops, events and classes
- Performing for public events such as Govanhill Carnival
- Performing for screen, in video adverts for clients such as La Belle Angele and Rock n Roller Disco
- Building and managing online store

Sensatronic Lab/ Trainee Workshop Assistant

June 2019 - present, Glasgow

Workshop Assistant for Sensatronic Lab, a project using robotics as a creative outlet

- Supporting service users and caregivers during music and movement support sessions
- Running stalls during pop up events, informing the public
- Running demonstrations and fixing technical issues
- Outreach projects, coaching children during tech workshops

University of Edinburgh- Design Informatics / Research Assistant

June 2019 - September 2019, Edinburgh

Research assistant for a data visualization project making festival data into physical robotic objects mounted onto a wall.

- Concept, design, programming and making of robotic modules
- Workshop delivery to users and general public
- Project liaison and management

Dynamic Earth / Digital Outdoors Summer School Assistant

Aug 2011 - May 2012
Leeds College of Art
Foundation Diploma in Art
and Design
Merit

Sep 2009 - July 2011
Greenhead College
A Level
Mathematics - A
Chemistry - A
Spanish - B
AS Level
Art and Design - A
Biology - A

Awards/Achievements

“Teach the Machine” an AI kinect
installation for Dance Base around
inequalities in AI

“Best in Performance Art” prize at
Hacksmiths

Graphic Designer for Team Romania
for Roller Derby World Cup

Best in Game Design on Adobe
Generations course

Hobbies

Played in the Premier Tier of the
British Championships for Roller
Derby in 2018

Head of Training for Glasgow Roller
Derby

Former Intergleague Director for
Glasgow Roller Derby

Best in Game Design on Adobe
Generations course

July 2019- Edinburgh

Assisting the Summer School team with their Digital Outdoors
programme, a week long summer school with digital workshops

- Digital workshop delivery in robotics, VR, 360 video and coding
- Equipment checking and maintenance
- Taking care and responsibility for the children in my group

University of Edinburgh- Department of Digital Education/ Research Assistant

January 2019 - July 2019, Edinburgh

Research assistant for Magic Cloud project for Edinburgh University (a
new digital soft toy product)

- Fixing and improving demonstration robotic soft toy.
- Project management, setting and updating project timelines.
- Sourcing and negotiating technical materials for project

Shazam Entertainment Ltd / Junior Regression Tester

November 2016 - May 2017, London

Ran regression tests as well as UX testing on new AR/VR products.

- Trained new members of the team
- Worked with international departments to solve major bugs
- Coaching coding workshops with Codebar.io

Rhythm Digital/ Junior Developer

May 2015 - September 2015, Manchester

Provided Graphic Design, Illustration and C++ programming for client
projects.

- Produced demo application for Intel to showcase Real Sense camera technology at festivals
 - Provided illustration and graphic design work for interactive displays for the V&A and House of European History.
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Bournemouth University / Digital Media Design

Sep 2012 - July 2016, Bournemouth

Created projects from concept to design and development in a range of
different technologies, from programming robotics to building websites.

- Project manager for group projects
 - Ran Portfolio Club; a club for side projects
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In my spare time I like volunteering community projects, having
previously helped at the children’s homework clubs .

I am also a keen roller derby player, having played in the top tier of the
British Championships as well as being Head of Training for Glasgow
Roller Derby.

References are available on request

