

Thomas Thwaites [1980 ~]

Curriculum Vitae

thomas@thomasthwaites.com

8 Playhouse Court, 62 Southwark Bridge Road, London SE1 0AT

+44 7894 908 981

Education

- MA. Design Interactions (Royal College of Art)
- BSc. Human Sciences (University College London) 2:1 (Hons)
My undergraduate degree combined biology with social sciences (economics, psychology, philosophy). Dissertation title: Rational Choice Models and Green Consumerism.
- Foundation Diploma in Art & Design
- Undergraduate Certificate of Higher Education (The University of Edinburgh)
I finished the first year of a BSc. in Computer Science with Artificial Intelligence.
- A-Levels in Physics, Chemistry, Maths, Philosophy, AS-Levels in English Literature, Biology

Commissions and Awards

Honorary Mention, Prix Ars Electronica 2010

The Toaster Project won an Honorary Mention in the Hybrid category.

Arts Award, The Wellcome Trust, 2010

My proposal for a five month project investigating counterfactual histories in science won funding from the Wellcome Trust Arts fund. The project is ongoing, culminating in an exhibition late 2010.

Impact Project, EPSRC, September 2009 – February 2010

A five month project commissioned as part of a major public engagement project by the Engineering and Physical Sciences Research Council. I was working with the University College London Centre for Crime and Security Science.

Louder than Bombs: Art, Action and Activism, Stanley Picker Gallery, March 2010

Collaboration with Steven Ounanian. Our proposal was one of seven that won funding from the Live Art Development Agency.

The Future Laboratory, September 2010

Commissioned to develop a project around the theme of 'Prohibition Culture'.

Blueprint Silver Award for Best Emerging Talent, 2009

Blueprint Best Stand award at 100% Design, 2009

For the group show 'Disruptive Thinking'.

Orange Mobile Phone & Independent Newspaper Award for Innovation, 2005

Publications

The Toaster Project, by Thomas Thwaites. Editor, Sara Bader. Princeton Architectural Press, 2011

Exhibitions

Time and the Long Now, The Science Museum, London, April 2011 – April 2012

Work Makes The Work, University of Nebraska, Nebraska USA, 13 January – 18 February 2011

Museum of the Future, Ars Electronica Center, Linz, Austria, 9 September 2010 – 31 January 2011
Demain c'est aujourd'hui, Biennial Design St-Étienne, France, 20 November - 5 December 2010
CyberArts 2010 - Prix Ars Electronica Exhibition, Linz, Austria, 2 – 7 September 2010
Lifecycle Firstsite Contemporary Visual Arts Center, Colchester, 19 June – 21 July 2010
Post Fossil 21:21 Design Sight, Tokyo, 24 April – 27 June 2010
Wellcome Windows, Wellcome Trust, London, May - October 2010
IMPACT Exhibition, Royal College of Art, London, 15 - 22 March 2010
Louder than Bombs: Art, Action and Activism, Stanley Picker Gallery, 8 – 14 February 2010
What happens if? The Storey Gallery, Lancaster, 21 January – 23 April 2010
WHAT IF? The Science Gallery, Dublin, October – December 2009
Disruptive Thinking, 100% Design, London, 24 - 27 September 2009
Show 2: MA Graduation Show, Royal College of Art, London, July 2009
DOTT 07 - Designs of the Times, Newcastle, UK, July 2007

Talks & Lectures

Conference Speaker, *TED Salon 2010*, London, 2 November 2010
Invited Speaker, Ogilvy Action, London, 7 October 2010
Conference Speaker, *PSFK Conference 2010*, London, 10 September 2010
Invited Speaker, Firstsite, Colchester, 15 July 2010
Invited Speaker, The Storey Gallery, Lancaster, 9 March 2010
Conference Speaker, *Design Indaba*, Cape Town, 25 February 2010
Visiting Lecturer, Oxford Brookes University, Oxford, 23 November 2009
Visiting Lecturer, Edinburgh College of Art, Edinburgh, 18 - 20 November 2009
Panel Member, *Trend Briefing: Prohibition Culture*, The Future Laboratory, London, 3 November 2009
Invited Speaker, *Alter Futures*, London, 26 October 2009
Visiting Lecturer, Design Products Dept. Royal College of Art, London, 28th September 2009
Invited Speaker, *Greengaged*, The Design Council, London, 25 September 2009
Invited Speaker, *TestLab: What Crisis?* The Institute for Unstable Media, Rotterdam, 24 July 2009

Selected Press

Print:

The Cost of Convenience, Metropolis Magazine, feature, March 2010
First, Smelt your Iron, The Independent, article, August 5, 2009
Look on this toaster ye Mighty and Despair, Financial Times, article, 2 July 2009
Das Toaster-Projekt, Sued Deutsch article, 2 July 2009
Cent Magazine (Autumn/Winter 2009), *Dazed & Confused (May 2009)*, *Hemispheres (June 2009)*

Books:

Gratitude for Technology, by Baruch Gottlieb, Atropos Press, 2009
The Trend Forecaster's Handbook, by Martin Raymond, Laurence King Publishing, 2009
DIY U, by Amy Kamenetz, Chelsea Green Publishing, 2010

Online:

New Scientist Online, *Make Magazine Online*, *New York Times Online*, *Reason Online*, *BoingBoing*, *Dezeen*, *Core77*

Radio:

Earthbeat, Radio Netherlands. Interview, broadcast on 25 June 2010
Newstalk, Radio Dublin. Live interview, broadcast on June 26, 2009
Science Cafe, BBC Radio Wales. Interview, broadcast on July 23, 2009

Television:

Pilot of a TV series based on *The Toaster Project*, produced by Dragonfly TV, and jointly commissioned by Channel 4 and The History Channel. Awaiting green light. July 2010.

Employment & Experience

Intern, The Interactive Institute, Stockholm. July – September 2008

I worked on a 3 month research/design project, 'Energy Futures' as part of a larger programme of work funded by the Swedish Energy Agency.

Manager, Pacific Playhouse 2006 - 2007

I set up and ran a studio theatre and arts space in London, seating audiences of 90.

Teacher, Web Design Workshop 2006

I planned and taught one week workshops for 11-14 year old children, culminating in them publishing a group website online.

Exhibition Installation, ADi London 2006

I built and installed interactive exhibits at various galleries and museums.

Freelance Web/Interactive Media Development 2006

I did web development (flash, php, mySQL) for a mobile phone text message based interactive cinema and a video based debating site among others.

Head of Development, Digimail London and Antigua [2005]

I ran a 3 person team developing Flash based sites for the Antigua Tourist Board and businesses based in the Caribbean.

Practical Expertise

- 2D and 3D design (Photoshop, Illustrator, Microstation, Rhino)
- Time based media (HDV and 16mm, shooting and editing)
- Web design & development (flash, php, mySQL, CSS and XHTML)
- Programming (java, processing, actionscript)
- Electronics Prototyping (arduino, BASIC stamp)