

QUIDDALE O'SULLIVAN

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Profile

I drive strategic thinking required by businesses for VPs, C-Suite Execs and founders to navigate the future of computing successfully.

Meta RESEARCHER - STRATEGIST - CREATIVE TECHNOLOGIST *Jun 2021 – Oct 2023*

Team lead, cultivated rich collaborations between researcher teams, software engineers to build accurate datasets [[link to public ones](#)], mentor and manager collaboration on building accurate data collection profiles enabled data scientists to solve fundamental experiential challenges resulting in better computing platforms. Further expertise in international emerging user cases includes creating a new frontier for screen-based interfaces.

I led the development of a 10-year timeline and 10–20-year timeline and had the opportunity to partner with research teams to envision, design, and build working examples of preferable futures. I was able to invent novel Mixed-Reality (XR) technologies and identify new partners to create sustainable, scalable solutions.

Project Aria: LiveMaps: Indexing reality. By setting a vision and defining code against reality, information displayed to the end user appeared as an interaction layer over the physical world. Further haptic and spatial audio research allowed for a live demo of Mark Zuckerberg and C-Suite leadership to discuss the current system and future research goals.

Spatial Audio Navigation in Augmented Reality (Guide Dogs): AR and disabilities. Building a prototype to help guide the blind person, I assisted the superhuman hearing team in moving beyond a turn-by-turn direction system. With an Opti track-based application guiding users along a predefined path, a spatial audio “guide” helped course-correct a person as necessary.

Reality Graph: Developing the future. With a technical document to scope what research scientists might be working on over the next three years, my senior leadership team understood a better vision for the future. This effort was accompanied by a film explaining what algorithms would be needed to help the future of computing become a reality.

Google Creative Lab CREATIVE TECHNOLOGIST *Jan 2020 – May 2021*

Assisted as a multidisciplinary creative technologist in making cutting-edge technology accessible by creating specific products, interfaces, installations and initiatives. As the lead technologist with research scientists in New York and London, we built TinyML models that did amazing things. Specifically, our TensorFlow lite kit, built in collaboration with Arduino, was shipped to Google I/O, and an education program was developed at New York University.

United Nations INNOVATION OFFICER *Sep 2019 – Dec 2019*

Led UX and UI efforts across multiple surfaces and topics in constantly evolving environments to predict the future of how spatial computing could be applied to the United Nations' sustainability goals. Working with the German Space Agency and UN Officers to define a vision and technical scope and understanding how to apply data more effectively led to even more advancements.

Accelerators Labs: Managed the Magic Leap Wandering Wizard (Graeme Devine) as the team lead by setting the vision for how MLWW could transform their world. Juggling micro and macro views of design and implementation, efficient and highly targeted customer solutions were obtained, showcasing our work at the United Nations General Assembly with Achim Steiner, Administrator of UNDP.

Sky XR ARCHITECT *Jun 2018– Mar 2019*

Designed hardware and software experience for field research, outcome-based strategy, objective and metrics, information architecture, wireframe, interaction design, prototyping, product testing, and agile development. Concept-relevant product offerings and tech platforms for mixed reality TV and the development of future intellectual property also require efficient collaboration with leadership, producers, and partners regarding the application of MR tech, game design, and unity development.

Tui Media FULL STACK *Jun 2015– Jul 2017:*

Revealed a future vision of consumers by guiding global business advisors EY to map out current consumer behaviour. This was attained by bringing complex and interconnected data to life with a slick and beautiful interface containing a bespoke Content Management System that could be constantly updated and refreshed.

Foster + Partners ARCHITECT *Jun 2015– Jul 2017*

Forever pursuing innovative ideas this opportunity required me to produce an integrated design approach that included science technology and engineering.

Tomorrow Thoughts Today RESEARCHER and PROTYPER *Jan 2009 – June 2014 - Freelance*

Redesigned a 'brave new world' with entire follow-up systems and networks all by researching all emerging technologies to reshape how we live, operate and form our communities. **The Planetary Redesign**: Managed the development of drones by re-thinking their abilities, improving their aerodynamics and manipulating their weight to better their design, electronic configuration and overall safety.

Universal Assembly Unit PRODUCT DESIGNER *May 2015– Jun 2016 - Freelance*

Helped design and build interactive digital artwork commissioned by the architectural lighting company iGuzzini to celebrate the power of light as a vehicle for social innovation. Featuring 20,000 LEDs, infinite fibre optics and endless sensors to measure light intensity, the artwork performed with bursts of illumination resembling a kind of bioluminescent coral reef.

EDUCATION:

Architectural Association Diploma ARB RIBA Part 2 (Master's)

Architectural Association Diploma ARB RIBA Part 1 (Master's)