

# Anton Heestand

Based in Stockholm.  
+46 76 584 34 64  
anton.heestand@gmail.com

## Objective

Freelance projects within in the field of Interactive Motion.

## Professional Achievements

### Obscura Digital (Interactive Engineer)

Sep 2014 - Sep 2016  
San Francisco

- **Shantou Arena**, Shantou, China.
  - Permanent Projection mapping installation in TouchDesigner.
- **R&D with industrial robot**, San Francisco
  - Projection mapping and custom camera movements.
- **Fiat Lux**, The Vatican.
  - Projection mapping on St. Peter's Basilica to celebrate The Popes gathering for *The Feast of the Immaculate Conception*.
- **Bolden Movie Set**, North Carolina.
  - Visual effects for movie production (not yet released), projection mapping with TouchDesigner.
- **Dallas Cowboys**, Dallas, Texas.
  - Responsible for video cue system and pixel mapping onto the Jumbotron, ribbon screens and rotating screens with strobes for home games at AT&T Stadium.
- **Dome mapping**, San Francisco.
  - Projection Mapping on different domes.

### Madrone Studios (Creative Developer)

Aug 2013 - Jun 2014  
San Francisco

- **Twitter** - Chicago, New York and San Francisco.
  - Pre IPO client events. Projection mapping of company profiles and tweets with TouchDesigner.
- **Facebook** - San Francisco.
  - F8 2014 Developer conference. Custom 3D projection mapping on 30m long polygon structure. Showing live check-ins of F8 participants and data visualisations.
- **Instagram** - Hong Kong.
  - 12-screen wall at the modern and contemporary art show Art Basel. Coded a dynamic puzzel visualisation showing live Instagram pics at the event with TouchDesigner.

### NuFormer (Internship)

Nov 2012 - Jun 2013  
The Netherlands

- **Dolfinarium**, Harderwijk, Holland.
  - Developed a fish swarm system with Xpresso and Python in Cinema 4D for a projection mapping show.
- **Interactive Window**, Zierikzee, Holland.
  - R&D for motion tracking systems with Kinect. Developed interactive experiences in shopping windows.

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## RoadLake Media (Freelance)

2010 - 2013  
Sweden

- Started my own company called RoadLake Media in order to handle freelance work while in school. Work included:
  - Summer job with professional Circus in Stockholm.
  - Concept video for online retailing site for company in France.
  - Home game intro film for professional Floor Hockey team.
  - Helped start local TV station called "Young TV".

## Skills

### Code

- TouchDesigner (python)
- Web (html, css, js)
- Fragment Shaders (GLSL)
- Swift
- Unity 3D
- Processing

### Content

- TouchDesigner
- After Effects
- Photoshop & Illustrator
- Cinema 4D
- Houdini
- 3D Coat (re-topology)
- Rhino

## Education

### Hyper Island

Undergraduate Trade School  
of Digital Media in Sweden.

2 year

2011 – 2013

Digital Media  
Program

### John Bauer

Specialist High School for Media

3 year

2009 – 2011

Media Program

## References

References are available on request.