

Anton Heestand

iOS Developer

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Knowledge

Programming

- Swift
- Metal
- GLSL
- Python
- JavaScript
- TouchDesigner

Kits

- SwiftUI
- ARKit
- RealityKit
- SceneKit
- SpriteKit
- HomeKit
- AVKit

Development

Frameworks

- **PixelKit** - Live graphics framework in Swift for iOS & macOS powered by Metal.
- **VertexKit** - Live particle system framework for iOS & macOS.
- **Live** - Live value types. Mapping touch events, OSC & MIDI to dot syntax.

Apps

- **Pixel Nodes** - Live Graphics Node Editor.
- **Pixels Layer Cam** - Layered camera effects.
- **The Pixel Cam** - Live preset camera filters.
- **VJLive** - Dual deck video playback.
- **CleanOSC** - Controls for communication via OSC.
- **Screen Lapse** - Timelapse screen recoding with motion blur.

Experience

Moodelizer

iOS Developer in **Stockholm** from **Apr 2018**

- **AR Face Masks**
 - With ARKit we mapped masked 2D and 3D face masks to a face. Mapped jaw movement to dynamic music with an internal sound engine.
- **AR Objects**
 - With ARKit we placed a an object in the room and added spacial interactions.
- **Geolocation**
 - With MapKit we connected the users position with dynamic music.
- **Multi Device Sync**
 - With Bluetooth we connected multiple devices to play music in sync.

Obscura Digital

Interactive Engineer in **San Francisco** from **Sep 2014** to **Sep 2016**

- **Shantou Arena**, Shantou, China.
 - Permanent projection mapping installation with TouchDesigner.
- **R&D with industrial robot**, San Francisco, USA.
 - Projection mapping, camera trail motion & 360 3D photo capture.
- **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, retopologizing point clouds to meshes, calibrating projectors and projection mapping.
- **Dallas Cowboys**, Texas, USA.
 - Responsible for video cue system and pixel mapping onto the Jumbotron, ribbon screens and custom rotating screen for home games at AT&T Stadium.
- **Dome mapping**, San Francisco, USA.
 - Projection mapping on the dome in the Westfield Mall with TouchDesigner.

Madrone Studios

Creative Developer in **The Bay Area** from **Aug 2013** to **Jun 2014**

- **Twitter**, Chicago, New York, San Francisco, USA.
 - Pre IPO client events. Projection mapping of company profiles and tweets.
- **Facebook**, San Francisco, USA.
 - F8 2014 Developer conference. Custom 3D projection mapping on a 30m long polygon structure. Showing live check-ins of 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 Instagrams at the event.

NuFormer

Internship in **The Netherlands** from **Nov 2012** to **Jun 2013**

- **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 motion tracking system with kinect. Interactive shopping experiences.