



Christopher Staring.

Creative Technologist | Digital Artist | Photographer

DOB: July 1987.

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I am a mostly self-taught, multidisciplinary creative technologist and artist working across 3D capture, virtual reality, augmented reality, geospatial technologies, animation, film, photography, and more.

My work often involves the intersection of technology, art, and location, reimagining how audiences experience environments, stories, and spaces.

Key Skills and Expertise:

3D capture.

Gaussian splatting, photogrammetry, volumetric video, terrestrial LiDAR, and aerial 3D scanning.

Immersive media and visualisation.

VR, AR, and interactive installations, 3D visualisations, and interactive 360 tours.

Creative technology.

Projection mapping, Unity/Unreal development, and experimental filmmaking.

Photography and filmmaking.

Award-winning travel photography and drone videography.

Creative direction.

Leading cross-disciplinary teams, project management and self-initiated creative projects.

Awards, publications & projects:

Loverboy: Award-winning volumetric VR film (2023).

Volumetric VR film which has toured international festivals & won 'Best technology' at the Cinequest, California.

SmartArt Moreland: Augmented reality murals (2020-2022).

Drone film created during a 2,000km, 30 day solo cycling journey around Iceland.

Kemst þó hægt fari (2017-2018).

Drone film created during a 2,000km, 30 day solo cycling journey around Iceland.

Henley club exhibition: Innovating with VR & photogrammetry (2018).

Photography exhibition and film launch planned and staged using 3D scanning and VR to visualise the gallery.

548 Days on the road (2015).

My first solo photography exhibition at the Brunswick Street Gallery.

Photography awards (2015).

Air Asia: Travel photography award winner, Hello World: Travel photography award winner, Kaleidoscopic Travel: Travel photography award winner, Shin Ramyun: Creative photography runner up.

Project 365: Mastering HDR photography over 365 days (2013 - 2014).

A photo, story, and GPS location published daily for an entire year.

Photography articles, photosets, and photojournalism (2013 - 2015).

[Atlas Obscura articles \(2013\)](#), [Digital Rev featured photographer \(2016\)](#), [Ho Thuy Tien \(2016\)](#): TheLadBible, Daily Mail, Travel & Leisure. [End Of The Line \(2016\)](#): Daily Mail, Nine MSN, The Sun UK, Yahoo News.

Pause Festival: Instrument Mapping (2011).

Projection mapping project on display to thousands of attendees. Projected animations over real instruments.

2019 to Current - Merri-bek City Council.

3D Digital Twin & Visualisation Lead



I joined Merri-bek City Council in March 2019 where I finalised and delivered a Smart Cities and Suburbs grant centred around visualising planning development applications with 3D technology. It remains one of Australia's first and most advanced 3D digital twin projects.

I continue to manage the 3D digital twin and Council's 3D city-wide datasets, including updating, capturing, and procuring new datasets for staff and the community. I provide 3D visualisations services for Council's capex projects, such as new parks and streetscapes, which are used to communicate more effectively with councilors, stakeholders, and the community. These Visualisations often make use of technology such as VR, AR and 3D GIS.

2015 to 2019 - C&P.

Creative Technologist + Digital Developer/Designer.

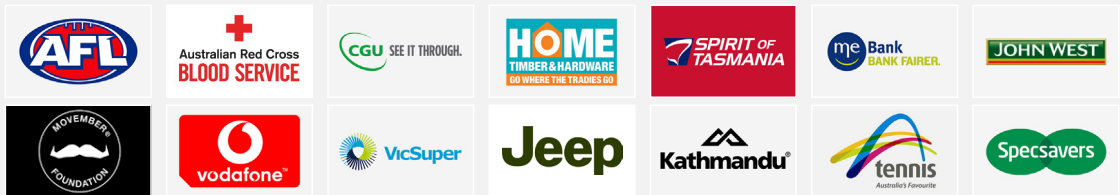


I joined the digital team at award-winning agency Cummins & Partners in January 2015. Within a few weeks I was leading the agency transition from Flash to HTML5 for all online content.

HTML5 online advertising was in its infancy, which presented a challenge. I provided training and expertise on the new limitations, advantages, platforms, software and workflows for the entire agency. From there my role transitioned between a digital designer/developer, 2D/3D animator and across multiple other projects listed below:

- HTML5 standard, rich, interactive, smart/mass versioning ad design & development.
- Digital screen/billboards (Ooh), show reel, case study, info-graphic, and logo animation.
- VR/AR experiences, game development, prototyping.

Clients include:



2009 to 2014 - SAS Creative.

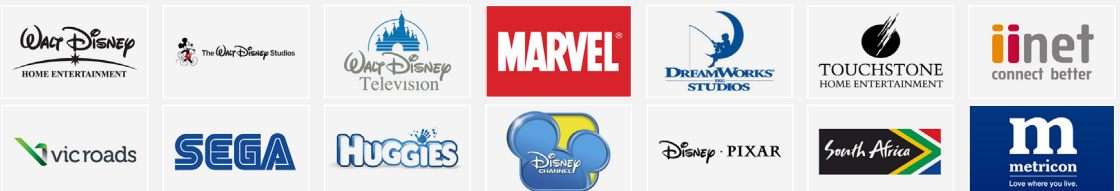
Digital Developer, Flash Developer, Animator.



My first job in the industry was a part-time role at SAS Creative. I was offered the position while I was still completing my Advanced Diploma of multimedia at Victoria University. The day I finished my course, I was offered a full-time contract.

This position consisted mainly of creating animated digital billboards/panels, developing and localising mini-sites, games and standard and rich banner ads for the Sizmek and Double Click Studio platforms.

Clients include:



2007 to 2009 - Victoria University.

Advanced diploma of Multimedia



I began my advanced diploma at Victoria University with two scholarships and was able to skip several prerequisite classes based on my portfolio. I was offered a teaching position after graduating with high distinctions but ultimately took a position at SAS Creative.

Classes:

- 2D & 3D Imaging.
- Photography.
- Sound Design.
- Web design & development.
- Video & Motion.
- Interactive Media.