

FRED PIPKIN

CREATIVE TECHNOLOGIST

Muswell Hill, North London - pipkinfred1@gmail.com

www.fredpipkin.com

SUMMARY

Creative Technologist based in North London, driven by experimentation at the intersection of design and emerging technology. Studying at the Creative Computing Institute, UAL (graduating 2026), I work fluidly across languages and creative applications to produce interactive, unconventional digital experiences that challenge expectations and rethink how technology can behave.

TECHNICAL SKILLS

My work spans creative technology and graphic design, combining generative systems with strong visual and conceptual thinking. Using tools like Python, JavaScript, and real-time environments, I create experimental, research-led projects that explore AI, human-machine interaction, and contemporary visual culture.

EXPERIENCE

AI Prompt Engineer Placement - SKC Gaming/1956 Individuals

July - August 2025

- Designed and executed stress tests across multiple AI models to evaluate performance under complex and ambiguous prompts
- Produced detailed reports comparing model behaviour, highlighting strengths, limitations, and edge cases
- Collaborated with teams to identify practical applications of AI within existing processes and workflows
- Analysed failure points and unexpected outputs to inform more robust and reliable prompt design
- Applied creative coding techniques to transform data into engaging, non-traditional visual experiences across platforms like TouchDesigner, p5.js, and Processing

EVA London Talk Pannel

September - July 2026

- Selected to present at EVA London 2026, a leading conference on electronic visualisation and the arts
 - Presented research and practice combining creative coding, design, and emerging technologies
 - Communicated complex conceptual ideas through a live presentation to an academic and industry audience
 - Showcased an experimental project investigating alternative forms of interaction and non-traditional reasoning systems
 - Engaged with practitioners and researchers in the field of digital art and creative technology
-

EDUCATION

Bsc Creative Computing

Graduating on track for a 1st: June, 2026 - University of Arts London