

# HEATHER BELL

## Creative Technologist

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### PROJECTS

#### Immersive Virtual Reality Installation with Unreal Engine 5

📅 09/2025    📍 Peckham Digital Creative Computing Festival

Virtual Reality Installation titled "Meta Memory", exploring the connection between digital waste and human memory.

- Developed a VR installation using Unreal Engine 5 and Meta Quest.
- Selected for exhibition at Peckham Digital Creative Computing Festival 2025.
- Learnt to build an interactive experience in Unreal Engine 5 to exhibition quality in 2 months.

#### LLM/VLM-based Interactive Installation

📅 09/2025 - 11/2025    📍 London, United Kingdom

Thesis prototype exploring human-AI interaction and Responsible AI.

- Research-through-Design project exploring human-AI interaction and simulated intimacy in Conversational AI interfaces.
- Python-based interaction with creative application of ML models: YOLO for people detection, Qwen-VL for computer vision and ChatGPT for interactive response generation.
- Iterated prototype based on user testing and feedback.
- Selected for exhibition at CCI Winter Festival 2025.

#### Web-based AR Gallery App (Personal Project)

📅 02/2026 - Present    📍 London, United Kingdom

Augmented Reality (AR) gallery app for visitors to interact with artworks, read further information and express their interest to the sales team.

- Designed and implemented with HTML and JavaScript (with encantar.js).
- Aims to improve visitor engagement through enhanced interaction with artworks while facilitating direct sales enquiries.

#### Artist Portfolio Social Platform (Personal Project)

📅 01/2026 - Present    📍 London, United Kingdom

To upskill in full-stack development (TypeScript, React, Express, Supabase), I've started working on my idea for a social portfolio-sharing platform for artists.

- A solution for emerging artists who are struggling to get noticed due to black-box nature of algorithms used by existing social media platforms.
- Geographical-based to encourage local connections between artists.
- Implemented main "portfolio" and "story feed" sections.

### EDUCATION

#### Creative Computing MSc (Distinction)

University of the Arts London    📅 09/2024 - 11/2025    📍 London, United Kingdom

- Pursued a master's in Creative Computing following a deep interest in critical perspectives and creative uses of emerging technologies.
- Developed prototypes using various emerging technologies including LLMs, Computer Vision, Unreal Engine 5, and Virtual Reality with MetaQuest.

#### Computer Science with Management B.Sc. with Employment Experience (First-Class Honours)

The University of Sheffield    📅 09/2014 - 06/2018    📍 Sheffield, United Kingdom

- Studied core Computer Science and Business modules, including Software Engineering (Java, Ruby, JavaScript, SQL), Human-Computer Interaction, and Business Strategy.
- Dissertation evaluated the performance of various NLP classifiers for sentiment analysis on hospitality review data, using Python with the Scikit-learn library for supervised machine learning.

### SUMMARY

Creative technologist with 5+ years of experience in software development. Recently completed an MSc in Creative Computing from UAL. Now seeking opportunities to apply deep technical expertise within a creative context.

### SKILLS

#### Creative Technologies

p5.js    Electronics (Arduino)

Virtual Reality Development (Meta Quest)

Unreal Engine 5    Unity    WebAR

#### Frontend Development

TypeScript    JavaScript    HTML

CSS/SCSS    React

#### Generative AI

LLM APIs (ChatGPT/DeepSeek)

Model Training (DCGAN / RAVE models)

LLM fine-tuning (Axolotl)    Hugging Face

#### Software & Data Engineering

Python    Pandas    NumPy    FastAPI

Pyarrow    PyTorch    Pytest

Object-Oriented development    TDD

ETL Data Pipelines    Airflow    Prefect

PySpark

#### SDLC & Collaboration

CI/CD    GitHub    Git    Bitbucket

JIRA

#### Data Storage & Quality

Postgres    S3/Minio    Redshift

Data Validation (Great Expectations)

## EXPERIENCE

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### Data Engineer

DICE  06/2022 - 03/2024  London

- Built and maintained data pipelines, automating ingestion and transformation (Python & Prefect) and storage (Postgres), enabling reliable, up-to-date dashboards used across the company for operational and commercial decision-making.
- Contributed to the planning and implementation of a GDPR initiative for automated data access and deletion workflows, improving auditability and regulatory compliance.
- Led the implementation of a data validation framework to automate large-scale dataset testing and strengthen data quality.
- Collaborated with cross-functional teams, including networks, data, and legal, to design processes that integrated engineering with regulatory requirements.

### Associate Software Developer

Deutsche Bank  07/2019 - 04/2022  London

- Developed scalable, automated data ingestion pipelines using Python, Airflow, and SQL, with storage systems S3/Minio and Postgres, for the bank's in-house data science platform.
- Built distributed data validation frameworks with PySpark, implementing statistical quality checks to ensure high-integrity datasets.
- CI/CD and version control with Jenkins, GitHub and JIRA, fostering collaborative development across engineering and research teams.

### Graduate Technology Analyst

Deutsche Bank  07/2018 - 07/2019  London

- Developed a front-end monitoring and analysis tool for the risk engine team using JavaScript, HTML/CSS, and Elasticsearch, enabling real-time job tracking and error analysis.
- Gained hands-on experience in container-based application development, working with Docker, Kubernetes, and Linux for backend cloud computing.
- Created Splunk dashboards for system log analysis and failure prediction.

### Industrial Placement Software Engineer

Accenture  07/2016 - 07/2017  London


- Data Integration Tester at National Grid in a team of 2.
- Owned Accenture's 6 Nations data analytics project, both designing and developing the front end in JavaScript and HTML.
- Web Developer at Apple as part of their internal email templating team, delivering a number of high-quality email templates following Apple's design standards.

## INTERESTS

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 Creative Technology/Digital Arts

 Tech for Good

 Human-Computer Interaction

 Responsible AI

## SKILLS

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### Distributed Systems & Infrastructure


Kubernetes   Docker   Helm   AWS


OpenShift   Elasticsearch   Splunk


### KEY ACHIEVEMENTS

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 **Speaker**  
Represented Deutsche Bank as a speaker at Women of Silicone Roundabout 2021.

 **Spring Exhibition Technical Director 2025**  
Oversaw the planning and installation of student artworks for our course exhibition, ensuring artists and their works were supported.

 **Peckham Digital 2025**  
One of twelve selected artists to exhibit at Peckham Digital's Creative Computing Festival 2025.

 **CCI Winter Festival 2025**  
Selected for exhibition.