# ROBERT MILES KEMP

"Digital Meets Physical"

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        www.interactive-architecture.com
        www.spatialrobots.com

## Education
**University of Maryland College Park,** BSC Arch, 2001
**Southern California Institute of Architecture,** MArch, 2005

## Professional Experience
**Variate Labs,** President and Founder, Los Angeles, CA, 2005-present
I own and lead a design studio, in Los Angeles, that focuses on creating new interactive experiences that bridge, form (physicality), content, technology and human interaction. Projects Include: Los Angeles Museum of the Holocaust Experience Strategy, Xen Social Media Platform, The Bill and Melinda Gates Foundation Experience, Variate Labs Interactive Facade

**Schematic Inc./Possible Worldwide**, User Experience Lead, Los Angeles, CA, 2006-2009
Lead UX, Creative and Tech teams for projects in web, broadcast, gaming, mobile, tablet, automotive and other emerging digital platforms. Projects Include: ABC FanPulse, BBC FreeTV, Blockbuster Set Top Box UI, BMW Designworks InCar Dashboard, Cannes Liones Touchwall, Microsoft Surface 1.0, Emotiv Cognitive Headset UI, Qualcomm User Experience Roadmap, Samsung Flagship Mobile UI, Sony Cloud Based Digital Walkman, Target InStore Catalog, Televisa Olympic Video Player, Time Warner Cable Set Top Box UI and many others.

**Series Design / Build**, Principal, Los Angeles, CA 2005-2009

**Tmt Restoration Consultants**, Junior Architect, NYC, 2003-2006

**Nonzero Architecture/Studio Bau:ton**, Junior Architect, 2004

**Bandolier Inc.**, Head of Design, NYC, 2003-2004

**Essex Works**, Junior Architect, 2002-2003

**Skidmore Owings & Merrill**, SOM Eurolabs, Junior Architect, NYC and DC, 2000-2002
Work in SOM Eurolabs, special division that designed over 1 million square meters of commercial offices and skyscrapers in Europe in addition to US projects. Projects Include: T1 Tower Paris (Winning Competition), US Patent and Trade Office, Metrocenter, 2001K Street, Defense Plaza, Westpoint, Junghof Plaza, Greenwich Academy, Delbarton School, Burr Street Elementary, Garibaldi and many others.

* Prior to 2000, six years of architectural work, spanning 3 offices, 25+ projects

## Research Activities
**Primary:** Research activities are centered around interactive architectural systems and space, new input technologies (touch, gesture, cognition, etc.), robotics (spatial and objects), augmented reality, new hardware technologies, sensing software, content managements systems and the human condition (social, behaviors and motivations). In addition to research for projects, currently write and maintain www.spatialrobots.com (500K+ hits/year).

**Book:** Interactive Architecture published by Princeton Architectural Press with Michael Fox and an Introduction by William J. Mitchell.

## Leadership
**George School (High School),** President of student body, 1996
**University of Maryland,** AIAS President of student body, 1999
**Southern California Institute of Architecture,** Treasurer of student body, 2004
Actively involved in current curriculum planning at SCI-Arc and Umea University, Sweden.

## Publications (by Miles Kemp)
**Book:** "Interactive Architecture", Princeton Architectural Press, 256 pages, 350 color illustrations, forward by Bill Mitchell (MIT), Afterward by Mahesh B. Senagala (Ball State), August 2009. Co-written with Michael Fox.

Review – "Considered to be one of the most experimental strains of building research in the world, IA deals with modular designs, dynamic materials and embedded computation – meaning a user can control virtually any active element in a building…the most comprehensive overview of the subject written to date." – Paul Young (February, 2008)

**Article: "**Soft Architecture", T3 Technology Magazine, October 2010
**Article: "**Self-configuring Modular Robotics", Serial Consign, September 2010
**Article: "**Our Adapting Future", Seed Magazine, December 2009
**Article: "**Augmented Realities 2.0", Icon Magazine, October 2009
**Proceedings: "**Challenges in Modular Spatial Robots", Archibots Conference 2009, UbiComp 2009, October 2009
**Proceedings: "**Interactive Interfaces in Architecture: The New Spatial Integration of Information, Gesture and Cognitive Control", ACADIA 2008: Silicone and Skin, 2008
**Article: "**Automatic Architecture", Surface Magazine, Issue #69, December 2007

## Publications (About Miles Kemp/Variate Labs)
**Article: "**L.A.'s Holocaust Museum Uses High Tech to Create a Highly Personal Experience", Good Magazine, April 2011
**Newspaper:** "Future of Robotic Architecture"**,** El Universal Newspaper, 2007

## Mentions (About Miles Kemp/Variate Labs)
Arch Daily
Art Log
a456
BLDG BLOG
City of Sound
Casey Reas Blog
Dexigner.com
El Universal Newspaper
Future Cities Lab
Icon Magazine
InteractiveArchitecture.org
Nanoarchitecture.net
Notcot.org
Omnispace
Seed Magazine
Serial Consign
Shift Magazine
Subtopia
Surface Magazine
Storefront for Art and Architecture
T3
WeMakeMoneyNotArt

## Lectures
**Woodbury University**, "Interactive Architecture Networks and Integration", Pasadena, CA, April 2011
**New School San Diego**,"Interactive Architecture and the Future of Spatial Media", San Diego, CA, April 2011
**HUMLAB at Umea University**, "The Future of Media Places", Umea University, Sweden, December 2010
**CALIT2**, "Interactive Architecture Futures", San Diego, CA, November 2010
**Woodbury University**, "Interactive Architecture Futures",  Pasadena, CA, November 2009
**Archibots Conference**, "Challenges in Modular Spatial Robots", UbiComp 2009, October 2009
**Postopolis!**, "Future of Interactive Space", Standard Hotel, Los Angeles CA, April 2009, video
**University of Calgary**, "Interactive Architecture: Interfaces, Control and Robots!", Calgary, Canada, March 2009
**Digital Hollywood**, "Interactive Reprogrammable Architecture", Los Angeles CA, May 2008
**Materials & Applications Gallery**, "Reprogrammable Space", Silverlake, CA, November 2006