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Robert [Miles] Kemp

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BIO:

Miles Kemp is the founder and principle of Variate Labs and Series Design/Build. Miles is currently developing a number of interface, robotic and spatial projects in Los Angeles, Washington DC, New York, Mexico City, London, Frankfurt and Munich. Miles also works as a Senior User Experience Designer and information architect for Schematic Inc. specifically developing next generation interfaces for web, touch, gesture and other emerging technology platforms. In addition to his professional work, Miles also created and moderates a blog about robotics and emerging technologies in architecture, www.spatialrobots.com.

His work and research is centered on developing and understanding interactive architecture, primarily focusing on user-driven reconfigurable space and robotics. He has been published in numerous international articles and has lectured multiple times on this subject. Miles thesis project on Nano-scale Reprogrammable Space has been widely published and continues to be used as reference for current robotic projects in architecture. Before developing interfaces and robotics, Miles worked in the architecture industry for over twelve years and played a major design role in over sixty built projects.

Variate Labs was founded by Miles Kemp in 2003 as a means to investigate and design interactive projects in all types of mediums. Variate Labs is a group dedicated to strategizing, designing and building interactive information systems. VL works in all types of digital and physical mediums but are particularly interested in projects that involve a synthesis of the two with emphasis on spatiality. Our work includes collaborations and independent projects in web, broadcast, multi-touch and gesture based interfaces, graphic design, robotics, manufacturing, prototyping and interactive architecture.

Series Design / Build was founded by Miles Kemp in 2005 as a means to argue against the inflexibility of built architecture around us. Instead, series proposes that objects and built environments should be designed to offer a variety of potential results from a basic model. Series calls this type of built flexibility "variated architecture". Variated architecture has the flexibility to be manipulated before and after production in order to accommodate the evolving needs of the user over time. Series is currently developing multiple patent submissions that involve reprogrammable building systems, interactive architecture, and handheld products.

Spatial Robots, created by Miles Kemp in 2007, is a blog dedicated to cataloging, critiquing and promoting interactive spatial systems and emerging technology in architecture. This website showcases interfaces, media, websites, robots, nanotechnology, objects, materials and logic with emphasis placed on being interactive and spatial (3-D).

Miles received his Bachelor of Science in Architecture from the University of Maryland and his Masters degree in Architecture from the Southern California Institute of Architecture (Sci-ARC).

Education:

Southern California Institute of Architecture: Masters of Architecture, 2005

University of Maryland, College Park: Bachelor of Science in Architecture, 2001

Current Projects:

Current and past interactive media projects can be viewed on the website: <http://www.variatelabs.com>
Current and past architectural projects can be viewed on the website: <http://www.seriesdesignbuild.com>
Current and past research on robotics can be viewed on the website: <http://www.spatialrobots.com>
Current and past interactive media projects can be viewed on the website: <http://www.schematic.com>

Professional Work:

Variate Labs, Owner, Los Angeles, CA 2003-Present
Series Design / Build, Owner, Los Angeles, CA 2005-Present
Schematic Inc., Senior User Experience Designer, 2007-Present
Tmt Restoration Consultants, Junior Architect, NYC, 2003-2006
Studio Bau:ton, Junior Architect, 2004
Bandolier, Head of Design, NYC, 2003-2004
Essex Works, Junior Architect, 2002-2003
Skidmore Owings & Merrill, SOM Eurolabs, Junior Architect, NYC and DC, 2000-2002

** Project Status: 60+ architecture projects (mostly built), 35+ interactive media projects and 3 robotic projects*

*** Previous six years of architectural work, spanning 3 offices, 25+ projects, available upon request*

Honors/Activities:

Web: Numerous web awards for web design and interface design, listed on projects
Architecture: T1 Tower Competition, Skyscraper Design Competition, SOM Eurolabs, First Place, 2002
School: President (High-school), Vice-President (Undergrad) and Treasurer (Grad)
Post School: Constantly organizing different events focusing on technology, architecture, computers and robotics, Member of numerous technology groups in Los Angeles and New York

Selected Publications: (About Miles Kemp, Variate Labs, Series Design/Build)

Book: iA, Interactive Architecture, The history and future of interactive space, Princeton Architectural Press, Out Spring 2009

Surface Magazine: "Automatic Architecture" Issue #69, December 2007.

www.nanoarchitecture.net: "Nano Dreaming in Series", July 5, 2007

www.interactivearchitecture.org: "Meta-Morphic Living Architecture", July 20, 2007

Omnispace Blog: "Metamorphic Living", July 15, 2007

Shift Magazine: "Reprogrammable Space", Interviewed by Christopher Lenz, Fall 2006

El Universal: "Espacios Sensibles y Calidos", June 6, 2006

*published on over 30 blogs

Selected Exhibitions and Lectures:

Lecture: Interactive Reprogrammable Architecture: iDMA, Los Angeles CA, May, 7, 2008

Lecture: Reprogrammable Space: at Materials and Applications in Silverlake, CA, November, 7, 2006

Software and Scripting:

Autocad R14-2005, Rhinoceros 3.0-4.0, V-Ray, Maxwell Render, Flamingo, Maya 5.0-7.0, Form-Z,
Adobe: Illustrator, Photoshop, Indesign, Acrobat Pro, Premier Pro, Flash MX-CS3 (AS 2.0-3.0) Dreamweaver
(HTML and CSS), Toposolid 2003, Surfcam, Vectorworks, BS2 Software, Omnigraffle, FTP software,
All Microsoft Office Programs and many other types of software (Comfortable on both PCs and Macs)

Specialized Skills:

All shop tools (hand tools and power tools), Casting, Pre-cast Concrete, Glass Fiber Reinforced Concrete, CNC Milling, Vacuum Forming, Laser Cutting, Specialized Plastic Gluing, 3D Printing, Boat Building, Basic Welding, Wood and Metal Frame construction, Robotics (Programming and Manufacturing), Scripting, Flash Actions scripting, Web Languages, Website Design and Fabrication, User Experience Design, Branding, Motion Graphics, Interactive Media Presentations, Professional Writing, Book Creation, On-the-fly Design Charettes, Work Travel Experience, Making Far Fetched Ideas Believable

Languages:

(1 Beginner - 5 Advanced) English: Oral 5, Written 5; Spanish: Oral 2, Written 4; German: Oral 1, Written 3

References:

Stephen Atkinson (Principal, Studio Atkinson), Mark Beck (Principal, Beck, Powell and Parsons), Benjamin Bratton (Director of Yahoo Advanced Strategies, Culture Industry), Hernan Diaz-Alonso (Principal, Xefirotarch), Michael Fox (Foxlin Studio), Peter Grueneisen (Principal, studio bau:ton), Michael Haggie (Chesapeake Wildlife Foundation), Michael Kirchmann (Skidmore, Owings & Merrill), Erika Lehman (Grimm and Parker Architects), Rod Garrett (SOM), Joe Rosa (Previous Architecture Curator of SFMoMA), Marcelo Spina (Principal, Patterns), Tina Tapinekis (Principal, TMT Restoration Consultants)