



Image 1: Prototyping the lab



Image 2: Lecturing at Postopolis! Standard Hotel Roof, LA 4/3/2009, image credit: Storefront for Art and Architecture, [video](#) here

Robert Miles Kemp

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Miles is the founder and president of Variate Labs, LLC and Spatial Robots. His design and fabrication experience spans all scales and mediums of the built and digital world including buildings, large scale robotics, products, vehicles, software, interfaces and information strategies. Before starting his own multi-discipline practice, Miles worked for over 13 years for prominent architecture firms across the US as well as 3 years working for a notable interactive media agency in Los Angeles. In addition to designing and contributing to over 60 built architecture projects, he has designed and developed next generation interfaces and experiences for web, mobile and other emerging platforms for clients including ABC, Blockbuster, BMW, BBC, Disney, Emotiv, Microsoft, Samsung, Sony, Target, Televisa and Time Warner. He is currently developing various projects across the globe, most recently including Los Angeles, New York, Mexico City, London, Tokyo and Munich.

In addition to project work, Miles regularly contributes to academia and the community through articles, books and lectures. Miles first book, [Interactive Architecture](#), published by [Princeton Architectural Press](#) and co-authored with Michael Fox, offers the first comprehensive overview of the history, current landscape and future of interactive space. In addition to this book, his projects, articles and videos have been published internationally and his project on Nano-scale Reprogrammable Space continues to be cited as a pioneering project in the field of architectural robotics. Miles is also maintains Spatial Robot's research and development blog, www.spatialrobots.com.

Founded by Miles Kemp in 2005, [Variate Labs, LLC](#) is a company that specializes in the design and development of intelligence, software and user experience strategies for interactive and robotic environments. The strength of this company is built on its diverse background and application in both physical and digital design. Project teams are comprised of well-rounded and visionary individuals that represent the fields of architecture, engineering, programming, user experience design, creative design and other specialized fields. Variate Labs is capable of tackling projects ranging in scale from comprehensive business and information strategies to the design, development and fabrication of robotic prototypes and software.

[Spatial Robots](#) is a burgeoning company that specializes in the fabrication and construction of prototype and full-scale robotic environments. On a day-to-day basis, Spatial Robots works closely with Variate Labs, LLC to design and develop physical things including computer hardware, sensors, screens, kinetic mechanics, machinery and custom-built robotic hardware. Spatial Robots is currently researching and building prototypes for large-scale applications and will be releasing these products commercially over the upcoming years. The company currently maintains a research and development blog (www.spatialrobots.com) that investigates technology, application and theory in fields relating to and impacting our work.

Robert Miles Kemp CV

Education

Masters of Architecture, Southern California Institute of Architecture, 2006
Bachelor of Science in Architecture, University of Maryland, College Park, 2001

Work Experience

Variate Labs, LLC, President, Los Angeles, CA 2005-Present
Spatial Robots, Principal, Los Angeles, CA 2007-Present
Schematic Inc., Senior User Experience Designer, 2007-2009
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
* Prior to 2000, six years of architectural work, spanning 3 offices, 25+ projects

Books

Interactive Architecture - Princeton Architectural Press, 256 pages, 350 color illustrations, forward by Bill Mitchell (MIT), Afterward by Mahesh B. Senagala (Ball State), August 2009
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)

Articles

Our Adapting Future, Seed Magazine, December 2009
Augmented Realities 2.0, Icon Magazine, October 2009
Challenges in Modular Spatial Robots, Archibots Conference 2009, UbiComp 2009, October 2009
Interactive Interfaces in Architecture: The New Spatial Integration of Information, Gesture and Cognitive Control - ACADIA 2008: Silicone and Skin, 2008
Automatic Architecture, Issue #69, Surface Magazine, December 2007

Mentions

Arch Daily
Art Log
City of Sound
BLDG BLOG
El Universal Newspaper
Icon Magazine
Interactivearchitecture.org
Nanoarchitecture.net
Omnispace
Seed Magazine
Serial Consign
Shift Magazine
Subtopia
Surface Magazine
Storefront for Art and Architecture
El Universal Newspaper
We-make-money-not-art.com
Wikipedia

Lectures and Talks

Interactive Architecture Futures - Woodbury University, Pasadena, CA, 11/23/2009
Challenges in Modular Spatial Robots, Archibots Conference 2009, UbiComp 2009, 10/30/2009
Postopolis! - Standard Hotel, Los Angeles CA, 4/3/2009, video, review
Interactive Architecture: Interfaces, Control and Robots! - University of Calgary, Calgary, 3/19/2009
Interactive Reprogrammable Architecture - Digital Hollywood, Los Angeles CA, 5/7/2008
Reprogrammable Space - Materials & Applications Gallery, Silverlake, CA, 11/7/2006

Clients

Architecture

Individual clients spanning over 60 projects (skyscrapers, large office buildings, large scale residential, single-family residential, commercial, apartments and exhibits)

User Experience and Interactive Media

ABC, Blockbuster, BMW, BBC, Disney, Emotiv, Los Angeles Museum of the Holocaust, Microsoft, Samsung, SONY, Target, Televisa and Time Warner

[Curriculum Vitae .pdf](#)

[General Resume .pdf](#)

last edited 2010.01.07