Meredith Thomas

meredithhomas.co.uk

Meredith is an artist and creative technologist based in Berlin. He studied biomedical engineering and science communication at Imperial College London. After moving to Berlin he became interested in creative uses of technology. He has worked as a programmer and an artist to create transmedia experiences in virtual reality, for multimedia installations and for the stage. His work focuses in particular on novel uses of machine learning in creative domains and critiquing the broader technological and cultural manifestations of artificial intelligence.

merediyman@gmail.com

23 May 1990

British

English (native)
German (B1)

github.com/merediyman

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Work

Feb. 2025—Jun. 2026 ..... Creative Coder
Immersive theatre Production **ArtesMobiles**, **Stadttheater Gießen**
Versuch über die nachhaltige Ordnung merkwürdiger Dinge

Feb. 2025—Jun. 2026 ..... Programmer
Interactive webapp **ArtesMobiles**
LiebDing

Feb. 2022—May 2026 ..... Developer / Artistic research
Interactive installation **Chris Ziegler**, **YMusic**
ANA

May 2024—Sep. 2025 ..... Creative Technologist
Performance **Dana Cermane**, **Saverio Cantoni**
soft power
No mixed feelings: spiral downwards joy

Jan. 2024—Mar. 2025 ..... Creative Coder
Interactive theatre **Kulturhaus Helferei**, **Schlachthaus Theater Bern**
Friendly Fire at the Shrink

Mar. 2022—Mar. 2024 ..... KI, Visuals & Interaktion
Theatre installation **Cobratheatre.cobra**, **Theater Eisleben**
Haufen Uffruhr Fortschritt II

Oct. 2023—Nov. 2023 ..... Creative Coder
Interactive installation **Manu Flurin Hendry**, **ZHdK**
The Feeling Machine

May 2023—Oct. 2023 ..... Creative Coder
Performative walk **HCU - City Science Lab**, **Lichthof Theater**
Good Bye Hamburg

Jul. 2023—Sep. 2023 ..... Creative Coder
Musical installation **Marc Ferrum**, **YMusic**
Oumuamua

Feb. 2022—Oct. 2022 ..... Unity Developer
Educational AR App **NUI Galway**
Place Planning App

Feb. 2022—Jun. 2022 ..... Fellow
Academy for Theater and Digitality

The focus of this residency is directed towards the consolidation of several years of practice bringing ML to the visual and performing arts. This will involve independent artistic research and software development, as well as actively supporting ongoing work with a number of collaborators and the continued open-source publication of code, tutorials and videos in relation prior work.

May 2021—Mar. 2022 ..... Creative Technologist / Performer
Theatre installation **Cobratheatre.cobra**, **Schauspielhaus Bochum**
AntifAI: German Horror Daemonium

Dec. 2021—Feb. 2022 ..... AI Artist
Interactive installation **Elastique**, **Kling Klang Klong**
Meiré und Meiré GmbH & Co. KG, **flora&faunavision GmbH**
#Unhate

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Shows

Versuch über die nachhaltige Ordnung merkwürdiger Dinge, **Stadttheater Gießen**, Gießen, Germany, Jun. 4, 2026—Jun. 5, 2026

Artificial Instructions, Berlin, Germany, May 18, 2026—May 20, 2026

Artificial Instructions, **Chaos Communication Congress**, Hamburg, Germany, Dec. 27, 2025—Dec. 30, 2025

ANA, **Deutsches Theatermuseum**, Munich, Germany, Jun. 25, 2025—Apr. 12, 2026

Friendly Fire at the Shrink, **Kulturhaus Helferei**, Zürich, Switzerland, Mar. 21, 2025

Friendly Fire at the Shrink, **Schlachthaus Theater Bern**, Bern, Switzerland, Feb. 6, 2025—Feb. 9, 2025

Melete, **Chaos Communication Congress**, Hamburg, Germany, Dec. 27, 2024—Dec. 30, 2024

ANA, **Performing Arts Digital Festival**, Wiesbaden, Germany, Oct. 24, 2024—Oct. 27, 2024

Haufen Uffruhr Fortschritt II, **Cobratheatre.cobra**, **Hochschule Merseburg**, **Theater Eisleben**, Lutherstadt Eisleben, Germany, Jun. 12, 2024

Good Bye Hamburg', **Fringify**, **Sprechwerk**, Hamburg, Germany, Jun. 8, 2024

ANA, **re:publica**, Berlin, Germany, May 26, 2024—May 28, 2024

ANA, **Residenztheater München**, München, Germany, Apr. 1, 2024—Jun. 30, 2025

Good Bye Hamburg, **HCU - City Science Lab**, Oct. 5, 2023—Oct. 6, 2023

ANA, **YMusic**, Berlin, Germany, Jul. 6, 2023—Jul. 8, 2023

ANA, **Leonardo**, Nürnberg, Germany, Jun. 28, 2023—Jun. 29, 2023

ANA, **Dramaturgische Gesellschaft**, Mülheim, Germany, Jun. 9, 2023—Jun. 10, 2023

Melete, **A MAZE**, Berlin, Germany, May 10, 2023—May 13, 2023

ANA, **Hannover Messe**, Hannover, Germany, Apr. 18, 2023

ANA, **Residenztheater München**, München, Germany, Mar. 18, 2023

OpenLab, **Academy for Theater and Digitality**, Dortmund, Germany, Jun. 24, 2022

The Lab, **Automaton**, **Kleiner Wasserspeicher**, Berlin, Germany, Jun. 22, 2022—Jun. 26, 2022

Melete, **Academy for Theater and Digitality**, Dortmund, Germany, Apr. 5, 2022

German Horror Daemonium, **WUK Theater Quartier**, Halle (Saale), Germany, Mar. 24, 2022—Mar. 26, 2022

German Horror Daemonium, **ARGEkultur Salzburg**, Salzburg, Austria, Mar. 9, 2022—Mar. 10, 2022

Unhate, **Mobile World Congress**, Barcelona, Spain, Feb. 28, 2022—Mar. 3, 2022

Aug. 2020—Nov. 2021 ..... Creative Coder
Marketing campaign **La Red**, **Waltz Binaire**
<MEISTERSTÜCKE>

Developer/researcher for an interactive AI design tool.

Jul. 2019—Jul. 2021 ..... Programmer
AR Installation **Martin Backes**
What do I know? I am just a machine?!

Mar. 2021—Apr. 2021 ..... AI Artist
Music video **Hyperdub**, **Plusminus studio**
Hoshikuzu Tenbouda

Jun. 2020—Jan. 2021 ..... Creative Technologist
Theatre **Fronte Vacuo**, **Volkstheater Wien**
Humane Methods [ΣXHALE]

May 2020—Dec. 2020 ..... Creative Coder
Digital theatre **Düsseldorfer Schauspielhaus**
Regie KI

Oct. 2020—Nov. 2020 ..... Creative Coder
Contemporary dance **REPLICA**
Dancing at the Edge of the World

May 2020 ..... Creative Coder
Performance **John Rogers**
In The Mouth of Fire

Aug. 2019—Mar. 2020 ..... Creative Coder
Waltz Binaire

Jan. 2020 ..... Programmer
PCH Innnovations

Jun. 2019—Sep. 2019 ..... Creative Technologist
Contemporary dance **REPLICA**
The Shape of Things to Come

Aug. 2018 ..... VR Developer
VR installation **Providences**
Sea of Tranquility

Oct. 2017—May 2018 ..... Unity Developer
VR installation **You VR**
Vonderland VR

Oct. 2014—Jul. 2016 ..... Communications Officer
Smart Villages Initiative

Development and implementation project communications strategy. Design, management and analytics tracking of project website. Assisted on location with five international workshops.

Aug. 2014 ..... Work Placement
The Observer

Jul. 2013—Sep. 2013 ..... Freelance Science Writer
Wellcome Trust

Jul. 2012 ..... Publishing Intern
Wellcome Trust

May 2010—May 2012 ..... Fine Arts Society Chair
Imperial College Union

Sep. 2008—Jun. 2009 ..... Assistant Production Technician
Torr Scientific Ltd

German Horror Daemonium, **Schauspielhaus Bochum**, Bochum, Germany, Jun. 2021

The Radicality of Virtual Love, **VOODOO55**, Berlin, Germany, May 23, 2018

Paroda Nr. 3, Vilnius, Lithuania, May 14, 2018

Bar Geld: An Immersive Experience About the End of Money, **School of Machines**, Berlin, Germany, Aug. 24, 2017

Closer: An Evening of Virtual Reality, **School of Machines**, Berlin, Germany, Jul. 27, 2017

Make Some Noise, **School of Machines**, Berlin, Germany, Jun. 17, 2017

Virtual Fictions, **School of Machines**, Berlin, Germany, Aug. 25, 2016

Competencies

Languages

`Python`
`C++`
`C#`
`JavaScript`

`SQL, Bash, GLSL, HTML/CSS, LaTeX`

Programs & Frameworks

`TouchDesigner`
`OpenFrameworks`
`Unity`

`Blender, OpenGL, vvvv, shaders, projection mapping, motion tracking, FFmpeg`

Machine learning & AI

`PyTorch/TensorFlow`
`llama.cpp`

`NumPy, OpenCV, transformers/tokenizers, Whisper (STT), edge-TTS, ComfyUI, Voice cloning`

Systems, networking & infrastructure

`Linux`
`Raspberry Pi`
`NVIDIA JETSON`

`Docker, systemd, NGINX, SSH, SQLite, Git, Hermes Agent, Telegram Bot API`

Workshops

Apr. 2026 ..... *Good Vibes/Bad Vibes: A critical toolkit from Chatbots to AI Assistants*, **Hochschule für Gestaltung Karlsruhe**, Karlsruhe

Mar. 2023—May 2023 ..... *[Python(for) "confuse{d" art):ists]*, **School of Machines**, Berlin

Oct. 2021—Nov. 2021 .. *AI Artathon 2.0 - Volumetric AI*, **Global AI Summit**, Riyadh

Sep. 2021—Nov. 2021 .... *If we rules the world II*, **School of Machines**, Berlin

Sep. 2021—Nov. 2021 ..... *BeFantasticTogether*, **BeFantastic**, Bangalore

Oct. 2021 ..... *AI Artathon*, **Global AI Summit**, Riyadh

Sep. 2021 ..... *Intro to Unity*, **Oyoun**, Berlin

Jun. 2021—Aug. 2021 ..... *Introduction to OpenFrameworks*, **ofCourse**

Aug. 2019 ..... *VR Evening Classes*, **School of Machines**, Berlin

May 2019 ..... *Future Landscapes*, **Galway 2020**, **School of Machines**, Berlin

Feb. 2018—Feb. 2019 *Making tin can synthesizers*, **A MAZE**, **Plan B Festival**, Kharkiv

Education

Sep. 2013—Aug. 2014 .....
Imperial College London
Science Communication Masters

MSc: Science Communication (Merit)

Awarded Merit. Science policy, documentary filmmaking and narrative theory.

Sep. 2009—Aug. 2013 .....
Imperial College London
Biomedical Engineering Masters

MEng: Biomedical Engineering (2:1)

Solid and fluid mechanics, machine learning, applied computing, electronics, mathematics, signal processing, physiology, innovation management and project management.

Sep. 2001—Jul. 2009 .....
Trinity School Croydon
Secondary School

A Level: Mathematics (A), Physics (A), Biology (B); AS Level: History (B), Graphics design (B), Critical thinking (B)

Capabilities

Real-time ML & live experience — custom training/inference, LLM integration
Generative & emergent systems — cellular automata, GANs, diffusion
Speech, audio & dialogue — voice cloning, TTS/STT, chat UIs
Participatory & nonlinear storytelling — branching narrative, audience-driven
Performance & interaction design — performer/operator UI for live contexts

Approach

Cross-disciplinary collaboration — directors, artists, scientists, dramaturgs, programmers, technicians
Fullstack prototyping — physical prototyping, electronics, backend \& frontend development
Teaching \& communication — workshops, lectures, consultations, mentoring