

# Meredith Thomas

merediththomas.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.

 23 May 1990

 British

 English (native)  
German (B1)

 [github.com/meredyman](https://github.com/meredyman)

 [instagram.com/meredyman](https://www.instagram.com/meredyman)

 [twitter.com/meredyman](https://twitter.com/meredyman)

 [linkedin.com/in/merediththomas](https://www.linkedin.com/in/merediththomas)

## 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

## 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 Innovations**

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

Aug. 2018 ..... VR Developer  
*VR installation*  
**Pierre Friquet, 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