

Callum Parker

LECTURER IN INTERACTION DESIGN

Sydney, Australia

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Work Experience

Design Lab, The University of Sydney

LECTURER IN INTERACTION DESIGN

Sydney, Australia

January 2021 - Present

- Teaching units within the Design Computing program
- Conducting research

Design Lab, The University of Sydney

ASSOCIATE LECTURER IN INTERACTION DESIGN

Sydney, Australia

August 2019 - December 2020

- Teaching units within the Design Computing program
- Conducting research

Design Lab, The University of Sydney

ASSOCIATE LECTURER IN DESIGN COMPUTING

Sydney, Australia

January 2019 - August 2019

- Teaching units within the Design Computing program
- Conducting research

Innovation in Applied Design (IAD) Lab, The University of Sydney

RESEARCH FELLOW

Sydney, Australia

May 2017 - June 2019

- Project with a multinational construction firm.
- Researched how augmented reality can be utilised on construction sites.
- Developed prototype augmented reality apps for head mounted displays and smartphones.
- Conducted user studies to evaluate the developed apps and their integration into factory and construction site workflows.

School of Psychology and the Australian Department of Defence, The University of Sydney

SIMULATION DEVELOPER

Sydney, Australia

2016

- Developed a virtual reality simulation for user studies which could automatically collect statistics about a participant's session and feed them into a Bayesian network.

School of Architecture, Design and Planning, The University of Sydney

RESEARCHER/DEVELOPER

Sydney, Australia

2015 - 2016

- Worked in a team to develop a digital popup for community engagement - consisting of: a social drawing robot, selfie booth, and a transit touchscreen system.
- Assisted with the study of this popup, where I observed people walking past and interacting with the booth and conducted interviews.

Freelance for an Aurecon and Ausgrid Community Consultation Project

AUGMENTED REALITY DEVELOPER

Sydney, Australia

2015

- Developed an outdoor augmented reality game using Unity, Google Cardboard, and the Vuforia augmented reality library.

Education

The University of Sydney

PHD (HUMAN COMPUTER INTERACTION)

Sydney, Australia

2014 - 2019

- Thesis Title: *"Augmenting Space: Design approaches for making public interactive displays relevant in hyperconnected societies"*
- PhD conferred in April 2019
- Thesis accepted without revisions

University of Tasmania

BACHELOR OF COMPUTING

Launceston, Australia

2011 - 2013

- Majored in Human Interface Technology

University Service

Design @ Dusk

ORGANISER

Sydney, Australia

March 2016 - May 2020

- Organised speakers, schedule and venue.
- Sent out reminders to staff and students to attend this event.

Bachelor of Design Computing Honours Program

COORDINATOR

- Creation of a formalised unit of study outline.
- Re-developed the dissertation marking criteria.
- Managed Honours students and dissertation examiners.

Sydney, Australia

February 2019 - December 2020

Bachelor of Design Computing Program

ACTING PROGRAM DIRECTOR

- Responded to student queries.
- Handled course transfers, credit, marking.
- Managed unit coordination staff.

Sydney, Australia

June 2019 - August 2020

Teaching Experience

BACHELOR OF DESIGN COMPUTING, THE UNIVERSITY OF SYDNEY (MARCH 2017 - PRESENT)

Advanced Interactive Product Design Studio (DECO4200)

COORDINATOR/LECTURER

2020 - Present

- This is a unit created for Advanced Studies students. My role for this unit is to manage staff, respond to student queries and create content to help support students completing their advanced design capstone project.

Interactive Product Design Studio (DECO3200)

COORDINATOR/LECTURER

2018 - Present

- Created course content – focusing on helping students to complete a capstone design project.
- Organised lectures and tutorials.
- Responded to student queries.
- Managed teaching staff.

Designing for Virtual Reality (DECO3551/DECO3009)

COORDINATOR/LECTURER

2017 - Present

- Teaching Unity and virtual reality app development.
- Creating and updating tutorial content.
- Delivering lectures on history, design practices, and development of virtual reality.

Design programming (DECO1012)

TUTOR

2016 - 2019

- Taught first-year students Processing (Java) and P5js (JavaScript).
- Delivered lecture content covering key concepts of coding (best practices, syntax, and algorithms).

3D modelling (DECO1008), Design for Social Media (DECO2010), Information Visualisation (DECO3100)

TUTOR

2014

- Across these units I taught students:
 - > Rhino and Grasshopper for 3D modelling.
 - > Design methods for effective social media campaigns.
 - > Creating visualisations in the following programming languages: R, Python, and JavaScript.

MASTER OF INTERACTION DESIGN AND ELECTRONIC ARTS (MIDEA), THE UNIVERSITY OF SYDNEY (FEBRUARY 2021 - PRESENT)

Lab 2 (IDEA9201)

COORDINATOR/LECTURER

2021 - Present

- Taught Unity and virtual & augmented reality app development for the Google Cardboard.
- Created course content.
- Lectured on history, design practices, and development of virtual & augmented reality.

SCHOOL OF LIFE AND ENVIRONMENTAL SCIENCES, THE UNIVERSITY OF SYDNEY (MARCH 2018 - MAY 2018)

Biology (BIOL1008)

TUTOR

- Taught video editing and Java programming to biology students.

Supervision

CURRENT

Dawei Zhou PHD CANDIDATE	<i>Auxiliary Supervisor</i>
Thi Minh Tram Tran PHD CANDIDATE	<i>Auxiliary Supervisor</i>
Dylan Cheng PHD CANDIDATE	<i>Auxiliary Supervisor</i>
COMPLETED	
Rachel Montgomery HONOURS IN DESIGN COMPUTING	<i>Principal supervisor</i>
Tina Yao HONOURS IN DESIGN COMPUTING	<i>Principal supervisor</i>
Thi Minh Tram Tran MASTER OF INTERACTION DESIGN AND ELECTRONIC ARTS (MIDEA)	<i>Principal supervisor</i>
Tony “Teddy” Wang MASTER OF INTERACTION DESIGN AND ELECTRONIC ARTS (MIDEA)	<i>Principal supervisor</i>
Chelsea Ellen Claire Owensby MASTER OF INTERACTION DESIGN AND ELECTRONIC ARTS (MIDEA)	<i>Co-supervisor</i>

Academic Community

2022	Publication Chair , ACM Interactive Surfaces and Spaces Conference (ISS)	<i>Wellington, New Zealand</i>
2020	Late Breaking Work Chair , Australian Conference on Human-Computer-Interaction (OzCHI)	<i>Sydney, Australia</i>
2019	Short Paper Chair , Australian Conference on Human-Computer-Interaction (OzCHI)	<i>Perth, Australia</i>
2020	Publication Chair , Media Architecture Biennale (MAB)	<i>Amsterdam, The Netherlands</i>
2018	Publication Chair , Media Architecture Biennale (MAB)	<i>Beijing, China</i>
2016	Publication Chair , Australian Conference on Human-Computer-Interaction (OzCHI)	<i>Launceston, Australia</i>
2016	Student Competition Chair , Media Architecture Biennale (MAB)	<i>Sydney, Australia</i>

Awards & Grants

2022	Provost's CAPEX and Contingency Fund Round 2 , Secured funding to purchase haptic gloves for virtual reality simulations "Advancing Capability in Haptic Interactions for Virtual Reality and Robotics" with \$118,500 AUD.	<i>The University of Sydney</i>
2022	Provost's CAPEX and Contingency Fund Round 1 , Secured funding to purchase haptic equipment for virtual reality simulations "Building capability in motion capture and tracking" with \$29,441 AUD.	<i>The University of Sydney</i>
2022	Australian Research Council Discovery Project Grant , Our team's Australian Research Council (ARC) Discovery Research proposal (DP220102019) titled "Shared-space interactions between people and autonomous vehicles" was amongst 19% that were funded with \$468,525 AUD.	<i>The University of Sydney</i>
2018	SIGCHI Travel Grant , Secured funding from Association for Computing Machinery (ACM) Special Interest Group on Computer-Human Interaction (SIGCHI) for travel to Singapore for the Ubiquitous Computing conference (Ubicomp) 2018.	<i>Singapore</i>
2020	Strategic Education Grant (SEG) , Our grant submission was titled "Sydney DDI Toolkit: Building Students Capabilities for Designing Digital Interfaces". The project focused on the creation of an interface design toolkit that would take the form of a book. We secured \$8,000 of funds for this project.	<i>The University of Sydney</i>
2015	Summer Research Scholarship , Received this scholarship to work on a research project over the summer of 2015 - 2016 at the Computer Human Adapted Interaction (CHAI) Research Group.	<i>The University of Sydney</i>

Visiting Research

The Future Lab, Tsinghua University

Beijing, China

VISITING SCHOLAR

December 2019

- Supervised and worked with researchers and PhD students at The Future Lab on a project exploring the use of selfie-taking drones for engaging elderly citizens with their local communities.

GSCT Ubiquitous Virtual Reality Laboratory (UVR Lab), KAIST

Daejeon, South Korea

VISITING SCHOLAR

December 2018 - January 2019

- Worked with researchers and PhD students at the lab to understand the effect of room size and furniture on presence, narrative engagement, and usability during a space-adaptive augmented reality (AR) game.

Invited Talks

The Future Lab, Tsinghua University

Beijing, China

CHINA-AUSTRALIA-KOREA JOINT WORKSHOP ON AUGMENTING CITIES

October 2019

GSCT Ubiquitous Virtual Reality Laboratory (UVR Lab), KAIST

Daejeon, South Korea

RELEVANT PUBLIC DISPLAYS AND AUGMENTED REALITY IN PUBLIC SPACE

January 2018

Computer-Human Adapted Interaction (CHAI) Seminar

Sydney, Australia

OBSERVING PUBLIC DISPLAYS IN THE WILD

March 2018

Community Engagement Summit 2016 and 2017

Sydney & Perth, Australia

AUGMENTED REALITY FOR COMMUNITY ENGAGEMENT

June 2016 & August 2017

Awe Media Wearables/AR/VR Meetup

Sydney, Australia

AUGMENTED REALITY AND PUBLIC DISPLAYS

June 2017

Workshop Organisation

Designing Smart for Sustainable and Resilient Communities: The Role of Participatory Design in Addressing the UN Sustainable Development Goals

PARTICIPATORY DESIGN CONFERENCE (PDC) 2022

Augmenting Cities with Immersive Technologies Workshop

MEDIA ARCHITECTURE BIENNALE (MAB) 2018 & INTERNATIONAL SYMPOSIUM ON MIXED AND AUGMENTED REALITY (ISMAR) 2019

Designing smart for sustainable communities: Reflecting on the role of HCI for addressing the sustainable development goals

AUSTRALIAN CONFERENCE ON HUMAN-COMPUTER INTERACTION (OZCHI) 2019