Christopher B. Rooney PhD BSc (Hons)

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Employment

UI Tech Lead - Project VALCRI, Middlesex University, May 2014 to present.

Developed an innovative and highly interactive multi-view data visualisation framework for criminal intelligence analysts.

Developed an award-winning means of communicating designs to police analysts, which led to the implementation and deployment of novel data-rich visualisations for a strategic analysis team.

Gained a deep understanding of web technologies such as Meteor.js, React.js and D3.js.

Currently lead a team of four software developers, and manage version control, code review, and continuous integration though Gitlab.

Deployed software with several law enforcement agencies, working on top of real data.

Coordinated a modular component design across a European consortium of 17 partners.

Partner and software developer, Chamber Interactive, January 2015 to present.

Started a small two-person design and software development company.

Create high-quality interactive 3D applications for property developers in Unity3D.

Published apps for clients in both Google Play and the App Store.

Also take on a client-facing role for requirements gathering.

Researcher, Middlesex University, March 2010 to April 2014.

Worked with British transport police and two European airport authorities to design, develop and deliver an immersive, multi-user training environment.

Took on the role of Technical Lead part way through the project when a key partner left the consortium.

PhD Candidate (scholarship), University of Leeds, October 2006 to February 2010.

Temporary Service Manager, Siemens Traffic Control, July 2005 to September 2005.

Student Programmer, Serco Integrated Transport, July 2004 to June 2005.

Qualifications

PhD, University of Leeds, 2012.
Thesis title: Interaction with High Resolution Wall-Size Displays.

BSc Computing (Industry), First class with Honours, University of Leeds, 2006.
Final year project: Interaction using Gaze Direction.

Computing Skills

Programming Languages: JavaScript (D3, React, Meteor), R, Java, SQL, C#, C++ (inc. OpenGL), and Python.

Software Development Technologies: Git, Docker, CI, Atom, R-Studio, Eclipse (inc. Android development), Unity 3D, Vi.

Operating Systems: Develop on OS X, and manage several Ubuntu servers.

Professional Development

Higher Education PGCert, Middlesex University, Dec 2017.

edX 12 week course, 6.01x: Embedded Systems - Shape the World, provided by The University of Texas, May 2014.

Coursera 6 week course, Algorithms: Design and Analysis, provided by Stanford University, March 2013.

Coursera 8 week course, Data Analysis, provided by The Johns Hopkins University, March 2013.

Recent Publications

Rooney, C., Beecham, R., Dykes, J. & Wong, W. (2018) `Statistical Process Control charts for decision-making under uncertainty: a visualization make-over for crime analysis`. under review: IEEE TVCG.

Beecham.R., **Rooney, C.**, Meier, S., Dykes, J., Slingsby, S., Turkay, C., Wood, J. & Wong, W. (2016) `Faceted Views of Varying Emphasis (FaVVEs): a framework for visualising multi-perspective small multiples`, Computer Graphics Forum, 35(3), pp.241-249.

Rooney, C. and Ruddle, R. (2015) `HiReD: a high-resolution multi-window visualisation environment for cluster-driven displays`. In Proceedings of the 7th ACM SIGCHI Symposium on Engineering Interactive Computing Systems (EICS '15). ACM, New York, NY, USA, pp.2-11.

Last updated: February 19, 2018