

### Selected Projects

- Parallels (2023, 2024). As Co-director of Freeplay I've **doubled the capacity and scope of the flagship event**, increasing the budget from 30k to 70k while sourcing additional funding and content.
- Bar SK (2016-2020). Created and operated a small gallery and bar on Smith St, Collingwood, exhibiting locally made interactive works, videogames, experimental projects and playful media. Curated ~1000 works, **designed and built over 100 bespoke installations**, funded and marketed events on a weekly basis to an engaged community.
- SK Games (2013-2015). **Created and operated a studio of developers** in Perth creating over a dozen games for public display at festivals, exhibitions and events. Kick started the DIY games community in WA through collaborations with musicians, traditional artists and venues.

### Selected Works

- The Parallel Exhibit (2023), I **designed and created a fleet of interactive displays** using clear acrylic, replaceable control panels and daylight viewable screens. The first exhibition at ACMI had over 8k interactions with zero faults.
- Bush Bash (2014), I turned the front half of a family sedan into an interactive installation for a custom videogame, integrating a full wall projection, light gun and original steering wheel into the experience. **Created and displayed by my studio in Perth before being shipped to London in 2019 to appear at the V&A Museum of Design.**
- BrewDoom (2018), A mod of the original Doom (1994), this version featured **local craft beers as weapons**. Originally created for Good Beer Week 2018, I updated the selection for 2019 and created a custom control box for display at SXSW Austin.
- Delete (2019), an **event concept exploring transience in digital games**. I invited artists to create new works in the 8 hours immediately preceding their exhibition and delete them immediately after. The first two events sold out in Melbourne before culminating in a 400 pax sold out San Francisco edition in 2019.

### Speaker

- GDC 2019, San Francisco
- Play by Play 2019, Wellington
- GCAP 2018, Melbourne
- Freeplay 2018, Melbourne
- RMIT 2017, Melbourne
- PAXAUS 2016, Melbourne
- Talk & Play 2015, Berlin

### Skills

- Game engines (Design, programming)
- Adobe Suite (Art, Design, Video editing)
- Google Suite (Production, Collaborative)
- Arduino/Custom Software (Installations)
- Hardware Design and Fabrication
- Xero, Impos (Accounting, Sales, Budgets)

### Workshops

- Now Play This 2015, 2018, London
- Freeplay, 2018, Melbourne
- Heartbeat, 2018, Byron Bay

### Links

- [louieroots.com](http://louieroots.com) Portfolio
- [Controller hacking with the V&A](#)
- [Write up of Delete](#)
- [Article on Bar SK](#)