Charlie Hooper-Williams

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Experience

2019-25 CTO, *Wingman*
CTO and product lead for dating startup. Built/managed a lean, cross-functional team to expand the product internationally, delivering new features and reliability.

2022-24 Lead iOS Engineer, *Mountain Health*
Lead iOS engineer for a telehealth platform, protecting patient privacy and maintaining uptime for clinician-patient communication.

2016-18 Lead iOS Engineer, *Homer Learning / Speakaboos*
Led mobile engineering team in the transition to Swift, through acquisition by another education company, and integrated successfully into their team structure.

2015–16 Developer, *Cuddlr*
Over 250,000 participants + media attention worldwide (Guardian, New York Times, Salon, BBC, CBS, NBC, CBC, NPR, MTV). Developed in collaboration with artist Jeff Kulak.

2014 Sole Developer, *Jingle+*
Physical-modelling shaker app with over half a million downloads.

2012-14 iOS Engineer, *Shazam*
Developer on world's leading music and television recognition app. Sole developer for "listening" animations. Later acquired by Apple, during my time there the app was featured by Apple on television ads, in the App Store, in physical stores globally and at Apple's WWDC developer conference. Average ★★★★½ rating and over 250 million downloads.

2010–11 Sole Developer, *SingSmash*
iPhone/iPad game controlled by live singing input. Featured in BBC Music Magazine, Classic FM and on ITV; ★★★★½ rating and enthusiastic user base

Academia

2011–12	University of Cambridge	MPhil (Distinction), Centre for Music and Science
2006–10	Columbia College (Chicago)	Lecturer, MFA Music Composition for the Screen
2001–03	Northwestern University (USA)	Faculty, School of Music
2001	Northwestern University (USA)	Bachelor of Music, Piano Performance

Awards

2022 *Creative Business Growth Fund*, West England Combined Authority

2021 *CreaTech 100 Ones to Watch*, UK Creative Industries Council

2012 *Rising Star* award, Cambridge University's *Festival of Ideas*

2010 Cultural knighthood *Ritari Hyvämielksi* (Finland)

2001 Jury prize for performance of new music, 2nd Shostakovich International Piano Competition (St. Petersburg, Russia)

Speaking

2019	*How I see music using code*	TEDxBath
2018	*Biomimetic Electronics,* Computational Neuroscience Unit	University of Bristol
	Never give up on quitting	TEDxWageningenUniversity
	Biomimetic Electronics	Pervasive Media Studio (Bristol)
2014	*Si! Si! Si! How the leading tone creates desire in music*	QTalks (Bath)
	Our Music Reflects the Reality We Expect	QTalks (Bath)
2013	*Sing for the Win: A ludic, immersive approach to teaching musicality*	musicLearningLive (Singapore)
2012	*Embodied Musical Gesture as a Game Controller*	ICMPC/ESCOM
	A Digital Game-Based Model for Learning Musicality	Anglia Ruskin (Cambridge)

Outreach & Teaching

2021-25 Creative coding workshops (various venues)

2019-20 Creative-coding workshops, Knowle West Media Centre (Bristol)

2014-15 *CodeFirst:Girls* instructor for university-enrolled women interested in learning to code (Bath)