

Jesper Scerri

Creative Technologist | Technical Artist | Interactive Developer

Malta / Remote EU

jesper.scerri@gmail.com

Portfolio: [link]

GitHub: [link]

PROFILE

Creative technologist and designer with 15+ years of experience in digital design, interactive installations, and creative software development. Specialised in combining design, programming, and AI tools to build interactive experiences — including TouchDesigner installations, AI image generation systems, and web applications.

Recently developed museum-grade interactive installations using TouchDesigner, Python, Stable Diffusion, Kinect, and Mediapipe, as well as an AI-powered art education platform for schools. Experienced in building production-ready interactive systems, rapid prototyping, and solving complex creative technology challenges.

CORE SKILLS

Creative Technology

- TouchDesigner
- Interactive installations
- Real-time graphics
- Generative AI pipelines
- Creative coding

Design & 3D

- Graphic design & branding
- 3D modelling
- Digital content creation

AI Systems

- Stable Diffusion
- AI image pipelines
- Generative AI workflows
- API integration

Programming

- Python
- JavaScript / React
- HTML / CSS / Sass
- Stable Diffusion & AI image pipelines
- Basic API integration

Hardware & Interaction

- Kinect & Mediapipe
- Camera systems
- Large-screen interactive installations

PROFESSIONAL EXPERIENCE

Creative Technologist / Interactive Developer | Explora Science Museum, Malta

2024 – Present

Panorama AI Installation

- **Designed and developed** a gesture-controlled panoramic exploration system for a public museum installation, where visitors explore a large image through gesture tracking (Kinect + Mediapipe).
- Integrated Stable Diffusion image generation to dynamically generate artwork in real time.
- Developed custom UI and system logic in Python inside TouchDesigner.

AI Selfie Experience

- Created a system that transforms a visitor's photo into stylised characters using AI image generation pipelines.
- Built automated workflows for capturing, processing, and displaying generated images on large displays.
- Both installations designed to run autonomously in a permanent museum environment.

Creative Developer / Web Application Developer | AI Art Education Platform (EU Project) 2023 – Present

Developing a web application allowing students to transform their drawings into the style of famous artists using AI.

- Designed and developed the React front-end for an AI-powered educational platform used in school workshops.
- AI image generation integration with image history and gallery systems
- User authentication system design and implementation

Senior Web and Graphic Designer | AR Management

2016 – Present

- Website design and maintenance
- Template and UI development (Html / CSS / JS)
- Digital marketing and branding assets

Freelance Designer & Developer | Independent

2010 – Present

- Branding, graphic design, website design and development
- Interactive media projects and 3D modelling
- Digital marketing assets for startups, businesses, and creative projects

KEY PROJECTS

AI Panorama Installation

TouchDesigner · Python · Stable Diffusion · Kinect · Mediapipe

Interactive gesture-controlled installation deployed in a science museum allowing visitors to explore a panoramic world and generate AI artwork in real time

AI Selfie Character Generator

Python · Stable Diffusion · Camera pipeline

Museum installation that transforms visitors into stylised characters using AI image generation.

AI Art History App

React · Image generation APIs · Auth systems

Educational web app allowing students to convert their drawings into the style of famous artists.

EDUCATION

Diploma in Graphic Design — Malta

ADDITIONAL

Languages

English – Fluent
Italian – Fluent
Maltese – Native

Strengths

Creative problem solving
Rapid prototyping
Cross-disciplinary development
Independent project leadership

Interests

Game development
Interactive media
Generative AI
Real-time graphics

TOOLS & SOFTWARE

TouchDesigner

Adobe Photoshop

Adobe Illustrator

After Effects

Premiere

Blender / 3D tools

Git