

Andrew Quitmeyer MEDIA ENGINEER

Home: Atlanta, GA • Work: MARS lab: College of Computing - Robotics and Intelligent Machines
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Summary

- Adventurous, intelligent, adaptable, and creative.
- Talent for teaching and communicating through any medium.
- Versatile programmer with background in Flash AS3/AS2, Android, C++, Processing, Java, PHP, HTML5.
- Working fluency in Mandarin Chinese; some Spanish and French.
- Extensive training in professional design software, particularly:
After Effects, Final Cut Pro, Premiere Pro, InDesign, Photoshop, Illustrator, Dreamweaver, Audition, Reason, Fruity Loops, Flash, Encore DVD, Watchout, AutoCAD, Visual Studio, Eclipse.

Education



- Georgia Institute of Technology** [4.00 GPA] 2009-Present
- M.S. in Digital Media: Focus on *Documentary* and *Biotracking*
- University of Illinois at Urbana-Champaign** [3.90 GPA] 2004-2008
- B. A. Campus Honors in *Film Production and Theory*
- University of Illinois at Urbana-Champaign** [3.86 GPA] 2004-2008
- B. S. Highest Honors in *Industrial and Entrepreneurial and Systems Engineering*
 - Minor in *Technical Aspects of Film and Animation*
- Illinois Mathematics and Science Academy** 2001-2004
- Selected to attend sophomore year
 - Enrolled exclusively in honors classes

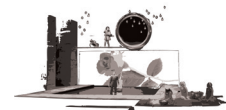
Career History

Volunteer Work



- Founded Non-Profit Organization - The McKnight Center for the Arts** 2005-Present
- Provides free representation and distribution for artists from any field.
 - Co-sponsors multimedia workshops such as *The Storytelling Studio*.
- Roger Ebert's Overlooked Film Festival** 2005-2007
- Directed multi-camera interviews with world filmmakers, critics, and theorists.

Academic Work



- University of Illinois - Engineering Senior Design** 2008
- Lead programmer and video specialist of a project to design and implement a machine vision error detection system at Continental Datalabel.
- Theatrical Media Director - Mary Zimmerman's "Metamorphoses"** 2007
- Crafted and controlled narrative and ambient animations that served as a live, interactive backdrop for the theatrical performance.

Employment



- Software Designer / Documentarian - Multi-Agent Robotics and Systems Lab** 2010-Present
- Designed and programmed biotracking software for numerous scientific and artistic projects. Also, creator of animal-specific research design documentaries.
- Research Assistant - Synlab's Embodied Digital Creativity initiative** 2009-2010
- Lead programmer researching links between body movements and cognition using novel tangible and embodied interfaces. Published in *TEI* and *Fun and Games*.
- Science, English, and Media Educator - Yantian Foreign Language School** 2008-2009
- Head designer of experimental new, participatory and multi-media curricula for elementary school students in Shenzhen, China.
- Creator, Director, and Educator - "The Storytelling Studio"** 2005-2009
- Founded children's workshop to promote media literacy and participatory learning. Also produced versions in Ecuador and China to combat child labor.



- Internship - Cartoon Network's Adult Swim branch** 2006
- Worked on animations at all production levels of program development.

Achievements



- Research published in both *Fun and Games* 2010 and *TEI* 2011
- Four-time recipient of the full-tuition, **General Assembly Scholarship** for academic excellence
- Recipient of the **Robert Byrd Academic Scholarship, Opal Meyers Academic Scholarship**
- Works officially selected for many media competitions including: **New York International Film Festival, DRIP Digital Media Festival (Headliner), Stirfry Film Festival, Future Filmmakers Festival (Winner)**
- Winner **CCTV Award for Outstanding Chicago Production**
- Original works featured on Season 3 and Season 5 of Cartoon Network's *Aqua Teen Hunger Force DVDs*
- Accepted to the 2007 **Transnational East Asian Film Seminar** at Indiana University

Professional references are available on request.