

Andrew Quitmeyer

Media Engineer

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Education

Georgia Institute of Technology

Ph.D. *Digital Media* - "*Digital Naturalism*" (current)
M.S. *Digital Media* (Best Project Award)

My "Digital Naturalism" research explores the role of computation within biological field research. Within the Panamanian rainforest, I develop techniques and tools to help scientists interact with animals and explore new environments.

2009 -
Present

University of Illinois Urbana-Champaign

B.S. *Industrial Engineering* [Highest Honors]
B.A. *Film Theory and Production* [Campus Honors]

Studied problem solving, experimental media, and interactive performance.

2004 -
2008

Illinois Math and Science Academy

Selected to attend a public boarding school for academically talented students nicknamed "Hogwarts for Hackers."

2001 -
2004

Research

Selected Publications

- Quitmeyer. "Digital Naturalism: Designing Holistic Ethological Interaction." *Doctoral Consortium, CHI '14 Ext. Abstracts*. (2014)
- Nitsche, Quitmeyer, et al. "Teaching Digital Craft." *alt.chi - CHI '14 Human Factors in Computing Systems*. (2014)
- Quitmeyer, Nitsche. "Mark Your Territory: Bridging Ownership between Real and Digital Spaces," *Cybernetics - Leonardo Electronic Almanac*. (2014)
- Whitson, Quitmeyer. "Living Lightning Highlighted Project in Critical Making in Digital Humanities." *Modern Language Association*. (2014)
- Quitmeyer, Nitsche, Ansari. "Media in Performance - The Subway Project," *International Journal of Art and Technology (IJART)*. (2014)
- Quitmeyer. "Digital Naturalism: Interspecies Performative Tool-Making for Embodied Science," *UbiComp - Doctoral School - Zurich*. (2013)
- Quitmeyer, Instructables. "Tortoise Tracker." In *How to Do Absolutely Everything: Homegrown Projects from Real Do-It-Yourself Experts* (p. 173). Skyhorse Publishing. (2013).
- Quitmeyer, Ansari, Nitsche. "Subway: Activist Performance through Mediation," *ArtsIT: Milan, Italy*. (2013)
- Mazalek, Nitsche, Chandrasekharan, Welsh, Clifton, Quitmeyer, Peer, Kirschner. "Recognizing Your Self in Virtual Avatars," *IJART*. (2013)
- Quitmeyer, Nitsche. "Documatic: Participatory, Mobile Shooting Assistant, Pre-Editor, and Groundwork for Semi-Automatic Filmmaking," *European Interactive Television Conference*. (2012)
- Yang, Quitmeyer, Hrolenok, et al. "Ant Hunt: Towards a Validated Model of Live Ant Hunting Behavior," *Florida Artificial Intelligence Research Society*. (2012)
- Quitmeyer, Balch. "Waggle Dance," *AAAI Video Competition*. (2011)
- Mazalek, Nitsche, et al. "I'm in the Game: Embodied Puppet Interface Improves Avatar Control," in: *Proceedings of the Fifth International Conference on*

Tangible, Embedded and Embodied Interaction TEI (Jan 23-26 2011, Madeira, Portugal) New York: ACM, 2011, 129-136. (2011)

- Mazalek, Nitsche, et al. "Recognizing Self in Puppet Controlled Virtual Avatars," in: *Fun and Games* (Sept 15-16, Leuven, BEL) New York, ACM, 66-73. (2010)

Talks/Presentations/Installations

- Quitmeyer. "Modular, low-cost Arboreal Ant (*Azteca alfari*) Tracking Sensor Development in Panama." *Entomological Society of America*. (2014)
- Quitmeyer, Clifton, Durkin. "Open Source Sex Toys," *Arse Elektronika*. (2014)
- Quitmeyer. "Modular Ant Sensors," *Bambi Talk - Smithsonian Tropical Research Institute*. (2014)
- Quitmeyer. "Jungle Fluids," *Slingshot Music, Tech, and Electronic Arts Festival*. Athens, Georgia. (2014)
- Quitmeyer. "Seminar - Digital Naturalism: Ethology and the Behavioral Medium," University of Scranton. (2014)
- Quitmeyer. "The Subway Project" *Artaud Forum - Brunel University*. (2013)
- Quitmeyer. "Digital Naturalism," *Bambi Talk - Smithsonian Tropical Research Institute*. (2013)
- Quitmeyer, Nitsche. "Mark Your Territory: Bridging Ownership between Real and Digital Spaces," *Interactive Media Arts Conference* (2012)
- Quitmeyer, Ansari, Nitsche. "Subway: Preview and Process," *Activist Technology Demo Day - Eyebeam*. (2012)
- Quitmeyer. "Semi-Automatic Filmmaking with Mobile Devices," *MINA Mobile Creativity and Innovation Symposium*. (2011)

Workshops/Colloquia/Residencies

- Signalfire, "Wolf: Apache Wilderness," [Accepted to Artists' Residency]. (2014)
- Swarts, Ntl. University of Singapore. "Augmented Sensory Workshop, (2014)
- ASU, *Nanotechnology Winter School*. (2013)

Work

Comingle

Founder / Designer

Founded the first Open-Source Sex Technology Company. We target innovations in interaction, stimulation, and DIY,

2013-
Present

Smithsonian Tropical Research Institute

Smithsonian Fellow

Named a fellow in 2013, I taught cybiotic interaction design and digital biocrafting workshops to scientists living in the Panamanian Rainforest. We also held exploratory and educational outreach performances for research communication.

2013-
2014

Georgia Tech - "Principles of Interaction Design"

Instructor

Designed and taught my own class for Computational Media Undergraduates. It focuses on physical computing, situated performance, and biological interfaces.

2013-
2014

Multi-Agent Robotics and Systems Lab

Lead Software Designer/Documentarian

Designed and programmed biotracking software for scientific and artistic projects. NSF (0960618) and ONR (550740) grants for computer-vision biotracking. Also created animalspecific research design documentaries.

2010 -
2013

Robocup

Official Documentarian

Filmed interviews and created a series of documentaries from the world robot soccer competition in Istanbul.

2011

Stupid Fun Club

Designer

Designed digital and physical toys, television, and video games at Sim-City Creator, Will Wright's, Berkeley think-tank.

2011

Foreign Language School - Shenzhen, China

Science and Media Educator

Head designer of experimental, participatory, and multi-media curricula for elementary school students in Shenzhen, China.

2008 -
2009

Freelance Documentarian

Producer/Photographer/Editor

Created many short films covering diverse subjects such as American industrial practices, Galapagos fauna, Hobo train life, and remote Ecuadorian villagers discussing the life and works of the late Peace Corps author, Moritz Thomsen.

2008

Cartoon Network - [adultswim]

Production Intern

Worked on animations at all production levels of program development.

2006

Volunteer

Concrete Jungle

Volunteer

Help with technology and mediawork as well as farming and collecting fruit with this urban foraging group that supplies food for the homeless.

2009-
Present

Graduate Student Advisory Board

Digital Media Representative

Appointed to advise the Ivan Allen College of Liberal Arts for matters of budgetary planning, community development, and conference design.

2012-
2013

The Storytelling Studio

Creator, Director, Educator

Founded children's workshop to promote media literacy and participatory learning. Created versions in Ecuador and China to combat child labor.

2005-
2009

Skills

- Working fluency in **Spanish, Mandarin Chinese, and French.**
- Field Experience: **Navigating, Manual Transmission Backcountry Driving, Zoological Collecting and Tagging, Vaccine Spectrum** (including **Rabies**).
- Versatile programming background: **C++, Java, Arduino, Android, PHP, HTML5, CSS3, Javascript, Python, Linux, After Effects Scripting, QBasic.**
- Extensive training in physical/digital design and prototyping tools, particularly: **Adobe's Creative Suite, CNC, CAD, Laser Cutting, Milling, 3D Printing.**

Honors

Awards

- Ivan Allen College Full Fellowship. (2014)
- Prixx Arse, Arse Elektronika. (2014)
- Fellowship - Smithsonian Tropical Research Institute. (2013, 2014)
- Instructables Design Contest **Grand Prize Winner**. (2013)
- Georgia Tech Ivan Allen College **Legacy Award**. (2013)
- **Digital Atlanta Artist Award** for Subway project. (2013)
- GA Tech Research and Innovation Competition, **Best Poster Award**. (2013)
- **Best Project** award for my Master's thesis, *Documatic*.
- Fourtime recipient General Assembly full tuition academic scholarship. Robert Byrd, Opal Meyers, and GT **Presidential Fellowship** scholarships.

Features

- Projects featured in **The Discovery Channel, Fast Company, Scientific American, Wired UK, NPR, io9, Boingboing, Fernbank Science Museum**, and the **Creative Discovery Museum, IFC.com**.
- Original works in seasons 3-5 of Cartoon Network's **Aqua Teen Hunger Force**

References available upon request