

# Eloise Macdonald-Meyer "Ducky"

Developer, Learner  
Enthusiastic Person

<https://linkedin.com/in/eloseducky>  
ducky@fastmail.com | +44 74 038 944

## EDUCATION

### RMIT

#### B.TECH

Expected Feb 2018, Australia

Previous: B.Sc & B.Comp at UTAS

Past Majors in Games Technology and  
Geographic Information Systems

### UNIVERSITY OF SOUTH AUSTRALIA

#### AR SUMMER SCHOOL

Summer 2016, Adelaide, AUS

Augmented Reality Summer school,  
co-run by DAQRI.

### THE FRIENDS' SCHOOL

Grad. Dec 2010, Hobart, AUS

English, Sciences, Philosophy, Maths,  
Japanese

## SKILLS

### TECHNICAL

Most used:

Python (*esp. Django & WagtailCMS*)

HTML/Jinja • CSS/SCSS • C •  $\text{\LaTeX}$  •

JavaScript (*esp. AR.js, tracking.js, Aframe*)

Experimenting:

C++ • C# • Ruby (*esp. Rails & Sinatra*) Swift •

ARKit • ARToolKit

Other:

Unity3D • Xcode • Android studio •

ArcGIS/QGIS • Emacs • vim •

Wordpress

### NON-TECHNICAL

Game Design • Team Work •

Enthusiasm • Customer Service •

Manual Drivers License

Languages:

English (*Native*) • German (*Beginner*) •

Japanese (*Conversational*)

## EXPERIENCE

### TAKEFLIGHT | WEB APPLICATIONS ENGINEER

March 2015 – July 2017, Hobart, AUS

- Worked in a small team in both backend and frontend.
- Documentation of internal tools & client support documentation.
- Promoted takeflight and it's work through conferences and talks on tools.

Main tech used: • Django (python) • Wagtail (CMS) • Node.js • scss & jinja

### UNIVERSITY OF TASMANIA | TELEPHONY TECHNICIAN

May 2014 – January 2015, Hobart, AUS

- Provided Telephony support across all UTAS campuses, including interstate.
- Inventory Management of equipment & Database Management.

Main tech used: • Unix

### PYTHON IN SCHOOLS WORKSHOP | FOUNDER

March 2014, Tasmania, Australia

- Created online resources for teaching children about computers and coding.
- Created modular sprite based game in python using pygame.
- Recruited and trained volunteers to be mentors and help in these workshops

Main tech used: • Gitbook • Python • Pygame

## PROJECTS

### BINNABLE | CAPTAIN

Nov 2016, Santa Cruz, CA

After pitching a mobile application that used computer vision to educate and gamify recycling. A team was then led to research and prototype the application.

### PUZZLE CUBE | GAME DESIGNER AND TECHNICAL WRITER

February 2016, Adelaide, AUS

The final project for AR summer school. Using a physical cube to augment games "inside" and "outside". The box quickly expanded beyond only escher based puzzles.

### AIRCONDOR | FRONTEND DEVELOPER AND MAP WRANGLER

July 2015, Hobart, AUS

An air conditioner recommendation app. Using processed air conditioner cooling data and energy ratings with an easy to use, and queryable frontend on it.

### WHAT IS GOV? | DATA WRANGLER

July 2014, Hobart, AUS

An iOS game designed to educate players about agencies and roles of the Australian Government, using data on Commonwealth Government Agencies.

### MARVELLOUS ULTIMATE APPLIANCE | VISUAL & GAME DESIGNER

May 2013, Hobart, AUS

An electronic card game designed to help raise awareness of the energy consumed by common household appliances. Energy data is used to provide stats for cards.

## LINKS

Github:// [duckytape](#)  
LinkedIn:// [eloiseducky](#)  
Gitbook:// [duckytape](#)

## VOLUNTEERING

### ORGANISATIONAL ROLE

Tasjam	Founder
TUCS	President
linux.conf.au	Organiser
CompCon	Co-Founder
Startup Tas	Committee
ACS	Committee/YiTtas Chair
Girl Geek Coffees	Ambassador
Robogals	Sponsorship and marketing manager
Django Girls	Workshop Organiser

### VOLUNTEER

PAXaus • Surprise Attack • GCAP •  
Unite • pyconau • kiwipycon • BuzzConf  
• Amnesty International • Guide Dogs  
Association • Cancer Council Australia

## PRESENTATIONS

### AUGMENTING REALITY WITH JAVASCRIPT | NZ.JS CONF

2017, New Zealand

After pitching a mobile application that used computer vision to educate and gamify recycling. A team was then led to research and prototype the application.

### I JUST WANT TO TALK ABOUT WAGTAIL... | OSCONEU

2016, United Kingdom

After pitching a mobile application that used computer vision to educate and gamify recycling. A team was then led to research and prototype the application.

### ARGH: NOT SO REAL MONSTERS | BUZZCONF

2016, Australia

After pitching a mobile application that used computer vision to educate and gamify recycling. A team was then led to research and prototype the application.

### MENTAL HEALTH IN DEVELOPMENT | PYCONAU

2016, Australia

After pitching a mobile application that used computer vision to educate and gamify recycling. A team was then led to research and prototype the application.

### MY FRIENDS KEEP LEAVING AND IT'S RUINING GAMES DAY |

PAXAUS

2016, Australia

After pitching a mobile application that used computer vision to educate and gamify recycling. A team was then led to research and prototype the application.

## WORKSHOPS

### WEB WOMEN WEEKEND | NATIONAL SCIENCE WEEK

2016, Hobart, AUS

- Worked in a small team in both backend and frontend.
- Documentation of internal tools & client support documentation.
- Promoted takeflight and it's work through conferences and talks on tools.

Main tech used: • Django (python) • Wagtail (CMS) • Node.js • scss & jinja

### CODING WORKSHOPS | PYTHON IN SCHOOLS

2015-Ongoing, Tasmania

- Worked in a small team in both backend and frontend.
- Documentation of internal tools & client support documentation.
- Promoted takeflight and it's work through conferences and talks on tools.

Main tech used: • Django (python) • Wagtail (CMS) • Node.js • scss & jinja

## AWARDS

2016	APAC	Google WTM/Anita Borg Memorial Scholar
2016	Australia	Start Up Catalyst Youth Mission Recipient
2016	Worldwide	Xbox Game Changer for GDC'17
2015	Tasmania	Most Commercially Viable Project, Govhack
2014	Aus and NZ	Govhack Best Use of National Archives of Australia Data
2014	Aus and NZ	Govhack Best Open Government Data Hack
2014	Aus and NZ	Govhack 2 <sup>nd</sup> Best Digital Humanities Hack
2013	Aus and NZ	Govhack Best Use of data.gov.au