

Eloise Macdonald-Meyer "Ducky"

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EDUCATION

RMIT

B.TECH

Expected Feb 2018 | Melbourne, AUS
 Previously B.Sc & B.Comp at
 University of Tasmania | Hobart, AUS
 Previous Majors in Games Technology
 and Geographic Information Systems

UNIVERSITY OF SOUTH AUSTRALIA

Summer 2016 | Adelaide, AUS
 AR Summer school, co-run by DAQRI.

THE FRIENDS' SCHOOL

Grad. Dec 2010 | Hobart, AUS

VOLUNTEERING

ORGANISATIONAL ROLE

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

PRESENTATIONS

TALKS

2017 | Nz.js conf
 Augmenting Reality with JavaScript
 2016 | OSCONEu
 I just want to talk about wagtail...
 2016 | BuzzConf
 ARgh: Not so real monsters!
 2016 | Pyconau
 Mental Health in Development

PANELS

2016 | PAXaus
 My Friends keep leaving and it's ruining
 boardgames day

SKILLS

PROGRAMMING

Most used:

Python (*esp. Django & WagtailCMS*) •
 HTML/Jinja • CSS/SCSS • C • \LaTeX •

Java

Experimenting:

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

• C++ • C# • Swift

Other Tools:

Unity3D • Xcode • Android studio •
 ArcGIS/QGIS Emacs • vim • Wordpress

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.

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 nd Best Digital Humanities Hack
2013	Aus and NZ	Govhack Best Use of data.gov.au