

Eloise Macdonald-Meyer "Ducky"

Developer, Learner
Enthusiastic Person

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EDUCATION

RMIT

B.TECH

May 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

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 (Chemistry and
Biology), Philosophy, Maths, Japanese

SKILLS

PROGRAMMING

Most used:

Python (*esp. Django & WagtailCMS*)

HTML/Jinja • CSS/SCSS • C • \LaTeX •

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

Experimenting:

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

ARKit • ARToolKit

Tools:

Unity3D • Godot • Xcode • Android

studio • ArcGIS/QGIS • Emacs • vim •

Wordpress • Amazon Alexa Flash Skills

OTHER

Game Design • Team Work •

Enthusiasm • Customer Service • Sailing

• Manual Drivers License

Languages:

English (*Native*) • German (*A2*) •

Japanese (*Conversational*)

LINKS

Github:// [duckytape](#)

Gitlab:// [duckytape](#)

LinkedIn:// [eloseducky](#)

Twitter:// [ducky_tape](#)

Gitbook:// [duckytape](#)

EXPERIENCE

ZKM KARLSRUHE | CREATIVE TECHNOLOGIST

October 2017 – Present | Karlsruhe, DE

- Researched and developed technology for exhibition spaces.
- Implemented and advised on works for the Open Codes Exhibition
- Created documentation and support for Hackathon and Exhibit in India

Main tech used: • Python • HTML/CSS/JS • Alexa • HTC Vive • SmartPen •

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.
- Programmed and deployed phones in the UTAS UNIX based systems.

Main tech used: • Unix

PROJECTS

SPACERATER | DESIGNER, WEB DEVELOPER, AND AR EXPERT

March 2018 | Karlsruhe, DE

Designed and partly implemented at the Open Codes Hackathon, this was a mobile AR experience for visualising peoples movements and feelings through 3D space.

BINNABLE | CAPTAIN

Nov 2016 | Santa Cruz, CA

After pitching a mobile application that used computer vision to educate and gamify recycling. I then lead the team in researching and prototyping the application. Including making and taking surveys around the town.

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" of it. 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.

VOLUNTEERING

ORGANISATIONAL ROLE

| | |
|-------------------|-------------------------------------|
| Tasjam | Founder |
| TUCS | President |
| linux.conf.au | Conference/ Minconf Organiser |
| CompCon | Co-Founder |
| Startup Tas | Committee |
| Girl Geek Coffees | Ambassador |
| ACS | Committee/ YiTtas Chair |
| Robogals | Sponsorship & Marketing |
| Django Girls | Workshop Organiser |
| Entropy | Etching (PCB) Supervisor |

VOLUNTEER

- Guide Dogs Association • Unite Melbourne • linux.conf.au • PAXaus
- Cancer Council Australia • pyconau
- kiwipycon • Amnesty International
- Surprise Attack • BuzzConf • 34c3
- Angel • GCAP • A Maze Berlin

AWARDS

2017

GDAA | AUSTRALIA

- GDC Assist

2016

GOOGLE | APAC

- WTM/Anita Borg Memorial Scholar

START UP CATALYST | AUS

- Youth Mission Recipient

XBOX | WORLD

- Game Changer for GDC'17

2015

GOVHACK | TAS

- Most Commercially Viable Project

2014

GOVHACK | AUS/NZ

- Best Use of National Archives of Australia Data
- Best Open Government Data Hack
- 2nd Best Digital Humanities Hack

2013

GOVHACK | AUS/NZ

- Best Use of data.gov.au

THANK YOU :)

May this little box disrupt the repetitive nature of resume reading. This box isn't meant to sway you, but I figure you probably have to read a few of these, so thank you for your time and reading my resume!

PRESENTATIONS

AUGMENTING REALITY WITH JAVASCRIPT | NZ.JS CONF

2017, New Zealand

Augmented Reality (AR) is becoming more accessible to a wide range of users, and with it, it brings a unique way for applications to interact with reality. So how can JavaScript be used to create these experiences?

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

2016, United Kingdom

An introduction to Wagtail, an open source content management system built on Django; the pros and cons of the system, its unique features (like streamfields), and how to get started,

ARGH: NOT SO REAL MONSTERS | BUZZCONF

2016, Australia

This talk will briefly introduce Augmented Reality, compare some of development kits available for it and how to get started with them. Throughout, It will also discuss some of the ways AR can be implemented more meaningfully and the future!

MENTAL HEALTH IN DEVELOPMENT | PYCONAU

2016, Australia

This talk will explore the various mental health pressures and impacts that development can have, as well as the strategies developers, and their workplaces, can use to deal with them to support those who may be suffering.

MY FRIENDS KEEP LEAVING AND IT'S RUINING GAMES DAY | PAXAUS (PANEL)

2016, Australia

A conversation about what you can do to keep playing games with mates despite distances holding us apart.

WORKSHOPS

GAMES & FOSS MINICONF | LINUX.CONF.AU

2017 & 18, Hobart & Sydney, AUS

- Worked with one other organiser to promote and schedule the conf.
- Requested and reviewed presentations, and further speaker liaison
- Prepared gifts for speakers (Hama Bead penguins 2016 and Penguin shaped PCB's with LEDs 2017).
- Researched and collected examples of FOSS in games

Main tech used: • AR.js • Unity3D • ScummVM • Deckset

WEB WOMEN WEEKEND | NATIONAL SCIENCE WEEK

2016, Hobart, AUS

- Promoted the event for participants to attend and invited mentors.
- Mentored and guided participants through ice breaker sessions and the Django Girls and Rails Girls tutorials
- Mentoring including trouble shooting of participants code and helping lead participants to answers and understanding

Main tech used: • Django (python) • Rails (ruby) • html • css

BEGINNER CODING WORKSHOPS | PYTHON IN SCHOOLS

2014 - Ongoing | Tasmania, Australia

- Created online resources for teaching children about computers and coding on Gitbook.
- Created modular sprite based game in python using pygame.
- Recruited and trained volunteers to be mentors and help in these workshops.
- Contact and maintained relationships with schools, universities and other educational organisations.

Main tech used: • Gitbook • Python • Pygame • HTML/CSS/JS