Eloise Macdonald-Meyer "Ducky"

Developer, Learner
Enthusiastic Person

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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.

EDUCATION

RMIT
B.Tech
May 2018 | Melbourne,AUS
Previously B.Sc & B.Comp UTAS
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:
- C • Python (esp. Django & WagtailCMS)
- HTML/Jinja • CSS/SCSS • LaTeX
- JavaScript (esp. AR.js, tracking.js, Aframe)

Experimenting:
- C++ • C# • ARKit • ARToolKit
- Swift • Ruby (esp. Rails & Sinatra)

Tools:
- Unity3D • Godot • Emacs
- Xcode • Android studio • vim
- ArcGIS/QGIS • 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:// eloiseducky
Twitter:// ducky_tape
Gitbook:// duckytape

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 liason
- 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

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
Entropia	Etching (PCB) Supervisor

VOLUNTEER
- linux.conf.au • Djangoconeu • GCAP
- 34c3 Angel • BuzzConf • kiwipycon
- pyconau • Amnesty International
- A Maze Berlin • Surprise Attack
- Unite MEL • Guide Dogs AUS
- Cancer Council AUS • PAXaus

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!