Eloise Macdonald-Meyer "Ducky"

Developer, Learner
Enthusiastic Person

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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 • 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

VOLUNTEERING

ORGANISATIONAL ROLE

Tasjam	Founder
TUCS	President
linux.conf.au	Organiser
CompCon	Co-Founder
Startup Tas	Committee
Girl Geek Coffees	Ambassador
ACS	Committee/ YiTtas Chair
Robogals	Sponsorship & Marketing
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 2nd Best Digital Humanities Hack
2013	Aus and NZ	Govhack Best Use of data.gov.au