

# Eloise Macdonald-Meyer "Ducky"

Developer, Learner  
Enthusiastic Person

<https://linkedin.com/in/eloseducky>  
ducky@fastmail.com | +49 160 9053 6672

## 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

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

### ZKM KARLSRUHE | CREATIVE TECHNOLOGIST

October 2017 – Present | Karlsruhe, DE

- Researched and developed technology for exhibition spaces.
- Implemented, documented and advised on works and events globally.

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 web development.
- 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

## 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. 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 app with a queryable frontend to recommend air conditioners by location.

### WHAT IS GOV? | DATA WRANGLER

July 2014 | Hobart, AUS

an iOS game to learn about the agencies and roles within the Aus Government.

### MARVELLOUS ULTIMATE APPLIANCE | VISUAL & GAME DESIGNER

May 2013 | Hobart, AUS

A virtual card game about energy consumption of household appliances.

## 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