Eloise Macdonald-Meyer "Ducky"

Developer, Learner
Enthusiastic Person

https://linkedin.com/in/eloiseducky
ducky@fastmail.com | +44 74 038 944

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

WORKSHOPS
2016 | National Science Week
Web Women Weekend (Django and
Rails)
2014-Present | Python in Schools
Coding for kids and families

SKILLS

PROGRAMMING
Most used:
Python *(esp. Django & WagtailCMS)* •
HTML/Jinja • CSS/SCSS • C • LaTeX
Experimenting:
JavaScript *(esp. AR.js, tracking.js, Aframe)*
• C++ • C# • Swift • ARKit • ARToolKit
Other:
Unity3D • Xcode • Android studio •
ArcGIS/QGIS • Emacs • vim •
Wordpress • Game Design • Team Work

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

Year	Region	Award
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