

Eloise Macdonald-Meyer "Ducky"

Developer, Learner
Enthusiastic Person

<https://linkedin.com/in/eloseducky>
ducky@fastmail.com | +49 162 2891 889

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 nd Best Digital Humanities Hack
2013	Aus and NZ	Govhack Best Use of data.gov.au

EDUCATION

RMIT

B.TECH

May 2018 | Melbourne, AUS

Previously B.Sc & B.Comp at UTAS

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

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*)

Other Tools:

- Unity3D • Godot • Emacs
- Xcode • Android studio • vim
- ArcGIS/QGIS • Wordpress
- Amazon Alexa Flash Skills

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

VOLUNTEERING

WITH 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; Workshop Org