

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