

Quinn Jarvis-Holland

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EXPERIENCE

FREELANCE | SYSTEMS ENGINEER

2015-2019 | Portland OR | Electrical and Audio Engineer

- Reading instructions from PCB drafts, digital BOM, and datasheets
- Assembling and reworking PCB's with THT and SMT parts down to 0201 size with templates
- Troubleshooting, repairing, modifying PCB's and testing with multimeter
- Consulted on DSP "open" firmware design, systems architecture

2020-2021* | Portland OR | DevSecOps Consulting

- Graphic Facilitation for zoom meetings, Agile PM
- Secure web development and system administration
- Cyber-physical Systems, AI, and Markets research

PCC ADAPTIVE INSTRUMENTS PROJECT | ENGINEER

2019 - Feb 2020 | Portland OR

- Rapid test-driven prototyping of accessible hardware interfaces for musicians with disabilities
- Led stakeholder test meetings and agile PM efforts
- Compiled documentation that is publicly available
- Authored 'Expanding Access to Music Technology' - published in the proceedings of the international conference New Interfaces for Musical Expression 2020 in Birmingham UK

PDX OPEN ACCESS | CREATIVE TECHNOLOGIST

2020 | Portland OR (remote)

- Documented research for a knowledge base of socially and culturally relevant STEAM courseware
- Assisted non-technical educators in creating accessible course material on afrofuturism, bordermaking and crossing, accessible design, security, and emerging tech
- Developed a browser-based 3d interactive environment to display challenging content in an engaging and immersive fashion
- Administered an auto scaling EC2 of Mozilla Hubs 3d rooms on AWS with role based IAM permissions

PROJECTS

BODY IMAGE LTD | IMMERSIVE ART INSTALLATION

2019 | Portland Institute of Contemporary Art

- Worked in an agile team to build a multi-sensory art install exploring topics of surveillance, data collection, clouds, cults, and the relationship between humans and tech
- Designed an IR and vibration sensing carpet encouraging visitors to interact with evolving visuals by walking jumping and posing

THE WAVE | IMMERSIVE SOUND PERFORMANCE

2019 | Disjecta Gallery, Portland OR

- Composed a 32 channel spatial audio piece simulating the sonic environment of a street protest being kettled
- Audience was enveloped by 360* sound that simulated explosions and hearing loss at a safe volume to bring awareness to the use of sonic weapons on public demonstrations

EDUCATION

ASSOC. OF GENERAL STUDIES

PORTLAND C.C.

GRAD. 2019 | DEAN'S LIST

Creative Coding, Interactive and Immersive Tech. Certificate
uControllers, firmware, C++ Small voltage EE, PCB fabrication Javascript, Java

CONTINUED STUDY

DSP REST APIs Data Visualization
Sonification React Jupyter Notebook, PostMan

UPCOMING STUDIES

Composition Container Orchestration
Mathematics

SKILLS

PROGRAMMING

3+ years:

Node • JavaScript • C/C++ • Max/MSP
• PureData • Arduino

1+ years:

REST API's • Ruby • React

0+ years:

Pandas • LISP • React/nix

TECHNOLOGY

Git/Github • Linux • Docker • VMware •
Windows • RasPi • 3D, VR, AR, XR

ARTS

Graphic Facilitation • Leadership •
Speaking • Cultural Translation • Acrylics
• Spray Painting • Multi Media

GROUPS

New Interfaces for Musical Expression
PDX WhateverSpace / S1 Synth Library

LGBT+ Allied InfoSec Group

IEEE SOCIETIES

Signal-Processing
Computing
Communications
Computational Intelligence

LINKS

Github:// [qjarvisholland](#)

LinkedIn:// [quinnjh](#)

Personal CV:// [quinnjh.net](#)