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
- Testing, Troubleshooting, and Repairing PCB's with lab equip.
- Consulted on DSP "open" firmware design , UX, systems architecture

2020-2021* | Portland OR | Consulting and Dev
- Graphic Facilitation for zoom meetings, Agile PM
- Secure web development and system administration
- Cyber-physical Systems, AI, and SIGINT 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 repository and poster
- Authored *'Expanding Access to Music Technology'* - published in the proceedings if 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 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 protest being kettled by riot police
- 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

H.S.
Leadership and Entrepreneurship Pub. Charter
ASSOC. OF GENERAL STUDIES
Portland C.C. | 2019
Creative Coding , Immersive Tech. hardware, firmware, software design
CONTINUED ED
DSP Data Visualization Sonification React, REST, notebooks
UPCOMING STUDIES
Composition , Vectors, Go

SKILLS

PROGRAMMING
3+ years:
- Java/Script • C/C++ • Max/MSP
- PureData • HTML • OSC

1+ years:
- REST • Ruby • SVG

0+ years:
- Pandas • D3 • React

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

ARTS
Graphic Facilitation • Leadership • Speaking •UX UI • Cultural Translation •Acrylics •Typography

GROUPS

New Interfaces for Musical Expression
PDX WhateverSpace / S1 Synth Library
Holarchy.club

IEEE SOCIETIES

- Computing •Communications
- Reliability •Control Systems
- Computational Intelligence
- Information Theory
- Robotics + Automation
- Societal Implications of Tech.
- Task Force on Rebooting Computing

LINKS

Github:// **qjarvisholland**
LinkedIn:// **quinnjh**
Personal CV:// **quinnjh.net**