

# Quinn Jarvis-Holland

quinnjarvisholland@gmail.com | txt:503.928.9174 | She/Hers

## EXPERIENCE

### **FREELANCE** | SYSTEMS ENGINEER

2015 - Aug 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 UX, DSP, firmware, systems architecture

### **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 of the international conference New Interfaces for Musical Expression 2020 in Birmingham UK

### **PDX OPEN ACCESS** | CREATIVE TECHNOLOGIST

2020 - Jun 2021 | 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
- Deployed on AWS autoscaling EC2's with role based IAM permissions

### **CYBERIAN LLC** | FOUNDER, DEVSECOPS

2020 - Dec 2021 | Portland OR

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

## PROJECTS

### **BODY IMAGE LTD** | IMMERSIVE ART INSTALLATION

2019 | Portland Institute of Contemporary Art

- Worked in an agile team exploring topics of surveillance, big data, 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**

*Data Visualization/Sonification*

*React, REST, Notebooks*

*JKO Level I AT JS-US007 Level I CT*

*Awareness Training*

**SELF STUDY**

*Topology, Graphs, Networks, Games, AI*

*XR, Trans-Media, World-bldg, Mimetics*

## 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**

- Leadership • Graphic Facil. • Mapping
- UX UI • Speaking • CodeSwitching
- Painting • Music • Calligraphy

## 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](#)