

Andrew Quitmeyer

[Media Engineer]

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Education

Georgia Institute of Technology

Ph.D. *Digital Media - "Digital Naturalism"* (current)
M.S. *Digital Media*

My research in "Digital Naturalism" unites Computational Media with Ethology, Performance, and Critical Making for powerful scientific discovery and expression. I develop techniques, tools, and artifacts for engaging complex environments, analyzing contextually dense information, and expressing ideas in powerful new ways.

2009 -
Present

University of Illinois Urbana-Champaign

B.S. *Industrial Engineering* [Highest Honors]
B.A. *Film Theory and Production* [Campus Honors]

Specialized in problem solving, experimental media, and performance.

2004 -
2008

Illinois Math and Science Academy

Selected to attend this public boarding school for academically talented students nicknamed "Hogwarts for Hackers."

2001 -
2004

Publications

- Quitmeyer, Andrew. "Digital Naturalism: Designing Holistic Ethological Interaction." *CHI '14 Extended Abstracts on Human Factors in Computing Systems*. (2014)
- Quitmeyer. "Jungle Fluids," *Slingshot Music, Tech, and Electronic Arts Festival*. Athens, Georgia. [Experimental Installation]. (2014)
- Whitson, Roger - Quitmeyer, Andrew. "'Living Lightning' Highlighted Project in Critical Making in Digital Humanities." Modern Language Association Convention. (2014)
- Quitmeyer, Nitsche, Ansari. "Media in Performance – The Subway Project," *International Journal of Art and Technology* (IJART). (2014)
- Quitmeyer. "Digital Naturalism: Interspecies Performative Tool-Making for Embodied Science," *UbiComp - Doctoral School Senior - Zurich*. (2013)
- Quitmeyer, Instructables.com. "Tortoise Tracker." In *How to Do Absolutely Everything: Homegrown Projects from Real Do-It-Yourself Experts* (p. 173). Skyhorse Publishing. (2013).
- Quitmeyer, Ansari, Nitsche. "Subway: Activist Performance through Mediation," *ArtsIT: Milan, Italy*. (2013)
- Mazalek, Ali, Michael Nitsche, Sanjay Chandrasekharan, Tim Welsh, Paul Clifton, Andrew Quitmeyer, Firaz Peer, Friedrich Kirschner. "Recognizing Your Self in Virtual Avatars," *International Journal of Art and Technology*. (2013)
- Quitmeyer, Nitsche. "Mark Your Territory: Bridging Ownership between Real and Digital Spaces," *Interactive Media Arts Conference* (2012)
- Quitmeyer, Ansari, Nitsche. "Subway: Preview and Process," *Activist Technology Demo Day – Eyebeam*. (2012) [Invited Presentation]
- Quitmeyer, Nitsche. "Documatic: Participatory, Mobile Shooting Assistant, Pre-

Editor, and Groundwork for Semi-Automatic Filmmaking," *European Interactive Television Conference*. (2012)

- Yang, Quitmeyer, Hrolenok, et al. "Ant Hunt: Towards a Validated Model of Live Ant Hunting Behavior," *Florida Artificial Intelligence Research Society*. (2012)
- Andrew Quitmeyer, "Semi-Automatic Filmmaking with Mobile Devices," *MINA Mobile Creativity and Innovation Symposium*. (2011)
- Quitmeyer, Balch. "Waggle Dance," *AAAI Video Competition*. (2011)
- Mazalek, Nitsche, et al. "I'm in the Game: Embodied Puppet Interface Improves Avatar Control," in: *Proceedings of the Fifth International Conference on Tangible, Embedded and Embodied Interaction TEI 2011* (Jan 23-26 2011, Madeira, Portugal) New York: ACM, 2011, 129-136.
- Mazalek, Nitsche, et al. "Recognizing Self in Puppet Controlled Virtual Avatars," in: *Fun and Games* (Sept 15-16, Leuven, BEL) New York, ACM, 66-73. (2010)

Work

Georgia Tech - "Principles of Interaction Design"

2013

Instructor

Taught my own section of a core class for Computational Media Undergraduates. My particular focus for the class is on physical computing, situated performance, and biological interfaces.

Smithsonian Tropical Research Institute

2012-
2013

Smithsonian Fellow

Named a fellow in 2013, I taught cybiotic interaction design and digital biocrafting workshops to scientists situated within the Panamanian Rainforest. We also held exploratory and educational outreach performances for research communication. Funding from the Smithsonian, Personal Design Awards, NSF, and Digital Media program.

Multi-Agent Robotics and Systems Lab

2010 -
2013

Lead Software Designer/Documentarian

Designed and programmed biotracking software for numerous scientific and artistic projects. Operates under NSF and ONR grants for computervision and tracking. Also, creator of animalspecific research design documentaries. NSF Award 0960618, ONR contract 550740.

Robocup

2011

Official Documentarian

Filmed interviews and created a series of documentaries from the world robot soccer competition in Istanbul.

Stupid Fun Club

2011

Designer

Designed digital and physical toys, television, and video games at Sim-City Creator, Will Wright's, Berkeley think-tank.

Volunteering

Foreign Language School - Shenzhen, China

Science, English, and Media Educator

Head designer of experimental, participatory, and multi-media curricula for elementary school students in Shenzhen, China.

2008 -
2009

Freelance Documentarian

Producer/Photographer/Editor

Created many short films covering diverse subjects such as American industrial practices, Galapagos fauna, Hobo train life, and remote Ecuadorian villagers discussing the life and works of the late Peace Corps author, Moritz Thomsen.

2008

Cartoon Network - [adultswim]

Production Intern

Worked on animations at all production levels of program development.

2006

The McKnight Center for the Arts

Founder

Non-profit organization to provide free materials, representation, and distribution for artists from any field. Co-sponsors multimedia workshops like *The Storytelling Studio*.

2005-
Present

Concrete Jungle

Volunteer

Help with technology and mediawork as well as farming and collecting fruit with this urban foraging group that supplies food for the homeless.

2009-
Present

Georgia Tech Graduate Student Advisory Board

Appointee

Appointed to advise the Ivan Allen College of Liberal Arts for matters of budgetary planning, community development, and conference planning.

2012-
2013

The Storytelling Studio

Creator, Director, Educator

Founded children's workshop to promote media literacy and participatory learning. Created versions in Ecuador and China to combat child labor.

2005-
2009

Skills

- Working fluency in **Spanish, Mandarin Chinese, and French** .
- Field Experience: **Navigating, Manual Transmission Backcountry Driving, Zoological Collecting and Tagging, Vaccine Spectrum** (including **Rabies**).
- Versatile programming background: **C++, Java, Arduino, Android, PHP, HTML5, CSS3, Javascript, Python, Linux, After Effects Scripting, QBasic**.
- Extensive training in physical/digital design and prototyping tools, particularly: **Adobe's Creative Suite, CNC, CAD, Laser Cutting, Milling, 3D Printing**.

Achievement

- Instructables Design Contest **Grand Prize Winner**.
- Georgia Tech Ivan Allen College **Legacy Award**.
- **Digital Atlanta Artist Award** for Subway project.
- Georgia Tech Research and Innovation Competition, **Best Poster Award**.
- The **Discovery Channel** featured projects "Paint Pulse" and "Jungle Fluids."
- **Best Project** award for my Master's thesis, *Documatic*.
- Films featured in **Scientific American, Wired UK, NPR, io9, Boingboing, Fernbank Science Museum**, and the **Creative Discovery Museum**.
- Fourtime recipient General Assembly full tuition academic scholarship. Robert Byrd, Opal Meyers, and GT **Presidential fellowship** scholarships.
- Original works in seasons 3-5 of Cartoon Network's **Aqua Teen Hunger Force**

References available upon request