Andrew Quitmeyer
Media Engineer

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Education

Georgia Institute of Technology

2009 - Present

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

My "Digital Naturalism" research explores the role of computation within biological field research. Within the Panamanian rainforest, I develop techniques and tools to help scientists interact with animals and explore new environments.

University of Illinois Urbana-Champaign

2004 - 2008

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

Specialized in problem solving, experimental media, and interactive performance.

Academics

- Quitmeyer. "Digital Naturalism: Designing Holistic Ethological Interaction." *Doctoral Consortium*, *CHI '14 Extended Abstracts* . (2014)

- Nitsche, Quitmeyer, et al. "Teaching Digital Craft." *alt.chi - CHI '14 Human Factors in Computing Systems*. (2014)

- Quitmeyer, Nitsche. "**Mark Your Territory: Bridging Ownership between Real and Digital Spaces**," *Cybernetics - Leonardo Electronic Almanac* (2014)

- Quitmeyer. "Jungle Fluids," *Slingshot Music, Tech, and Electronic Arts Festival*. Athens, Georgia. [Experimental Installation]. (2014)

- Signalfire, "Wolf: Apache Wilderness," [Accepted to Artists' Residency]. (2014)

- Quitmeyer. "Digital Naturalism: Ethology and the Behavioral Medium," University of Scranton [Invited Bio-Seminar]. (2014).

- Whitson, Quitmeyer. "**'Living Lightning' Highlighted Project in Critical Making in Digital Humanities.**" *Modern Language Association*. (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, Ansari, Nitsche. "**Subway: Activist Performance through Mediation**," ArtsIT: Milan, Italy. (2013)

- Mazalek, Nitsche, Chandrasekharan, Welsh, Clifton, Quitmeyer, Peer, Kirschner. "**Recognizing Your Self in Virtual Avatars**," *IJART*. (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 Televsion 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. "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"
Instructor

2013-2014

Designed and taught my own class for Computational Media Undergraduates. It focuses on physical computing, situated performance, and biological interfaces.

Smithsonian Tropical Research Institute
Smithsonian Fellow

2013-2014

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
Lead Software Designer/Documentarian

2010 - 2013

Designed and programmed biotracking software for scientific and artistic projects. NSF (0960618) and ONR (550740) grants for computer-vision biotracking. Also created animalspecific research design documentaries.

Stupid Fun Club
Designer

2011

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

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: **Abobe'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*.