

# Andrew Quitmeyer, PhD

Digital Design and Adventure

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## Work

### *National University of Singapore*

Assistant Professor of Interactive Media

Exploring Digital Naturalism's research at the professional, academic tenure-track level. Teaching interactive art and design concerning frontiers of engaging with natural systems. Leading outdoor mobile workshops with designers and field biologists around the world.

2017 -  
Present

### *Discovery Networks - "Hacking the Wild"*

Television Host and Designer

Starred in an international TV show based on Digital Naturalism's "mobile making" concepts.

2015 -  
2017

## Education

### *Georgia Institute of Technology*

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

My "Digital Naturalism" research investigates physical computing for biological field research. This independent research developed techniques and tools with scientists in rainforest expeditions to help engage animals and environments in novel ways.

2009 -  
2015

### *University of Illinois Urbana-Champaign*

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

Studied engineering, problem solving, experimental media, and interactive performance.

2004 -  
2008

## Research

#### Selected Publications

- Quitmeyer. "Digital Naturalist Design Guidelines," *Proceedings of the 11th ACM conference on Creativity and cognition*. ACM. (2017)
- Quitmeyer. "The First Hiking Hacks: Exploring Mobile Making for Digital Naturalism," *Proceedings of the 11th ACM conference on Creativity and Cognition*. ACM. (2017)
- Quitmeyer, Quitmeyer. "Yarncraft and Cognition: an Art Installation," *Proceedings of the 11th ACM conference on Creativity and cognition*. ACM. (2017)
- Quitmeyer, Perner-Wilson. "Wearable Studio Practice." *Proceedings of the 2015 ACM International Joint Conference on Pervasive and Ubiquitous Computing -Wear and Tear Workshop*. ACM, (2015)
- Quitmeyer, Durkin, Clifton. "Ruggedization of Vibration Motors." *Proceedings of the 2015 ACM International Joint Conference on Pervasive and Ubiquitous Computing -Wear*

and Tear Workshop. ACM, (2015)

- Quitmeyer. "Digital Naturalism: Designing Holistic Ethological Interaction." *CHI'14 Extended Abstracts on Human Factors in Computing Systems*. (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, 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 - 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. "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)
- 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* (Jan 23-26 2011, Madeira, Portugal) New York: ACM, 2011, 129-136. (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)

#### Exhibitions / Invited Talks

- Quitmeyer, Schwartzman. "FutureNature," (*Installation*) *See Yourself E(x)ist*. Pratt Manhattan Gallery (2017-2018).
- Quitmeyer. "Digitalni naturalizem (Invited Instructor)," Pifcamp, Slovenia. (2017)
- Quitmeyer. "Special Activities Training Battalion," US Special Forces, Ft. Bragg (2017)
- Quitmeyer. "Wild Card," *Future Innovators Summit, Ars Electronica*. (2016)
- Quitmeyer et al. "Comingle's Mod," *Objects of Desire: A Showcase of Modern Erotic Products and the Creative Minds Behind Them*. Rita Orrell. Schiffer Publishing. (2016)
- Perner-Wilson, Quitmeyer. "Wearable Studio Practice," *Ars Electronica*. (2015)
- Quitmeyer. "Mobile Wilderness (Making and Doing)" *Society for Social Studies of Science*. (2015)
- Quitmeyer. "Digital Naturalism." *San Diego Zoo Invited Talk* (2015)
- Quitmeyer. "Modular, low-cost Arboreal Ant (*Azteca alfari*) Tracking Sensor Development in Panama." *Entomological Society of America*. (2014)
- Quitmeyer, Clifton, Durkin. "Open Source Sex Toys," *Arse Elektronika*. (2014)
- Quitmeyer. "Modular Ant Sensors," *Bambi Talk - Smithsonian Tropical Research Institute*. (2014)
- Quitmeyer. "Jungle Fluids," *Slingshot Music, Tech, and Electronic Arts Festival*. Athens, Georgia. (2014)
- Quitmeyer. "The Subway Project" *Artaud Forum - Brunel University*. (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)

- Quitmeyer. "Semi-Automatic Filmmaking with Mobile Devices," *MINA Mobile Creativity and Innovation Symposium*. (2011)

#### Workshops / Residencies / Expeditions

- Santoro, Quitmeyer, Frost. "Small Wonder: Inside the World of Marine Microbes on the Smithsonian's Ocean Portal." National Academy of Sciences Grant. (2017-2019)
- Quitmeyer. "Expert in Residence." *IDEO - Project Dharma*. (2017)
- Quitmeyer, Henz. "NUS Seafarers - Pilot Floating Makerspace" (Approved for additional year) *National University of Singapore*. (2017-2018)
- Quitmeyer, Liem. "Creative Artefacts and Digital Technology: Enriching Urban Societies through Interactive Experiences." *Proceedings of the 11th ACM conference on Creativity and Cognition*. ACM. (2017)
- Quitmeyer. "Digital Nature Workshops," ITP Camp, New York University (2017)
- Zerol and US Embassy. American Arts Ambassador for the Philippines. (2016)
- Quitmeyer, *Wearable Computing Center*. "Wearables in the Wild: US" (2015)
- Quitmeyer, Perner-Wilson, Cal Academy. "Hacking the Wild: Madagascar" (2015)
- Quitmeyer, *Smithsonian Tropical Research Institute*. "Hiking Hack Panama" (2014)
- Signalfire, "Wolf: Apache Wilderness," [Artists' Residency]. (2014)
- Swarts, Ntl. University of Singapore. "Augmented Sensory Workshop", (2014)
- ASU, *Nanotechnology Winter School*. (2013)

## Previous Work

### US State Department - ZERO1

2015-  
2016

United States Art Ambassador

Selected as the Art Ambassador to the Philippines. Teaming up with youth, underserved populations, and scientists to explore local crafts and ecosystems with new media art.

### Comingle

2013-  
2016

Founder / Designer

Founded world reknown Open-Source Sex Technology Company. Developing platforms for customizable user interactions. Lead the lawsuit against a historic sextech patent troll case.

### Smithsonian Tropical Research Institute

2013-  
2014

Smithsonian Fellow

Named a fellow in 2013, I taught cybiotic interaction design and digital biocrafting workshops to scientists living in the Panamanian Rainforest. We also held exploratory and educational outreach performances for research communication.

### Multi-Agent Robotics and Systems Lab

2010 -  
2013

Lead Software Designer/Documentarian

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

2011

## *Stupid Fun Club*

Animal Interaction Designer

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

## Volunteer

### *Concrete Jungle*

2009-  
Present

Volunteer

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

### *The Storytelling Studio - Ecuador / China*

2005-  
2009

Creator, Director, Educator

Founded children's workshops promoting media literacy and combatting child labor.

## 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.**

## Honors

### Awards

- Invitation - National Academies of Science Keck Futures Initiative Conference. (2016)
- Georgia Tech: Legacy Award. (2013), Best Poster (2013), Foley Scholar. (2014), Presidential Fellowship (2011-2015), Full Fellowship. (2015)
- Comingle: Prixx Arse (Arse Elektronika 2014), Best of Atlanta (Creative Loafing 2015)
- Smithsonian Tropical Research Institute Fellowship. (2013, 2014)
- Instructables Design Contests: numerous first and grand prizes. (2013-2015)
- Digital Atlanta Artist Award for Subway project. (2013)
- UIUC: Robert Byrd, Opal Meyers, and General Assembly full tuition scholarships.

### Features

- Work featured by **The Discovery Channel, Make Magazine, Fast Company, Scientific American, Cartoon Network, Wired UK, NPR, io9, Boingboing, IFC, Fernbank Museum**, and additional outlets, museums, and exhibition centers.

*References available upon request*