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 Thesis Project Award]*

My research bridges the typically quantitative realms of computer science and biology with the more experiential fields in digital performance. I develop techniques, tools, and artifacts for engaging complex environments, analyzing contextually dense information, and expressing ideas in powerful new ways.

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 digital performance.

Illinois Math and Science Academy
2001 - 2004

Selected to attend this public boarding school for academically talented students.

Publications

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* (IJART) (2013)

Andrew Quitmeyer, Michael Nitsche. "Mark Your Territory: Bridging Ownership between Real and Digital Spaces" *Interactive Media Arts Conference* (2012)

Andrew Quitmeyer, Michael Nitsche. "Documatic: Participatory, Mobile Shooting Assistant, Pre-Editor, and Groundwork for Semi-Automatic Filmmaking," *European Interactive Televsion Conference.* (2012)

Yang, Quitmeyer, Hrolenok, Nguyen, Balch, Medina, Sherer, Hybinette. "Ant Hunt: Towards a Validated Model of Live Ant Hunting Behavior," *Florida Artificial Intelligence Research Society*. (2012)

Mazalek, Nitsche, Chandrasekharan, Welsh, Clifton, Quitmeyer, Peer, Kirschner. "I'm in the Game: Embodied Puppet Interface Improves Avatar Control," *TEI* (Jan 23-26 2011, Madeira, Portugal) New York: ACM, 2011, 129-136.

Mazalek, Nitsche, Chandrasekharan, Welsh, Clifton, Quitmeyer, Peer, Kirschner. "Recognizing Self in Puppet Controlled Virtual Avatars," *Fun and Games* (Sept 15-16, Leuven, BEL) New York, ACM, 2010, 66-73.

Employment

Multi-Agent Robotics and Systems Lab
2010 - Present

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 animal-specific research design documentaries. NSF Award 0960618, ONR contract 550740.

Smithsonian Tropical Research Institute
2012

Field Researcher

Experimented with techniques for the visual capture and analysis of social animals and designed interactive biological media artifacts situated within the Panamanian Rainforest. Funding by from the NSF and Digital Media program.

Robocup
2011

Official Documentarian

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

Stupid Fun Club

Researcher / Designer

2011

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

Synlab - Embodied Digital Creativity

Research Assistant

2009 - 2010

Lead programmer in studying links between body movements and cognition using 3D interactive environment with tangible and embodied interfaces. Published in *TEI* and *Fun and Games*.
NSF-IIS grant #0757370. PI Mazalek, Co-PI Nitsche

Foreign Language School - Shenzhen, China

Science, English, and Media Educator

2008 - 2009

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

Biographical Study of Moritz Thomsen

Documentarian

2008

Interviewed remote villagers in Esmeraldas, Ecuador about the life and works of the late Peace Corps author

Cartoon Network - [adultswim]

Production Intern

2006

Worked on animations at all production levels of program development.

The Storytelling Studio

Creator, Director, Educator

2005-2009

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

Rincon Del Relato

Founder, Director

2008

Developed multimedia and transmedia communication skills in children to fight child labor in Quito, Ecuador.

Volunteer

The McKnight Center for the Arts

Founder

2005-Present

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

Center for Women in Transition

Tutor

2005-2006

Taught underprivileged children and led activities in arts and crafts

Skills

Versatile programming background in C++, Arduino, Android, Java, Processing, PHP, HTML5, XML, CSS3, Python, Linux, After Effects Scripting, QBasic.

Adventuresome, intelligent, adaptable, and creative.

Talent for communication through any medium.

Working fluency in Mandarin Chinese, Spanish, and French.

Extensive training in physical/digital design and prototyping tools, particularly: **Abobe's Creative Suite, CNC, CAD, Laser Cutting, 3D Printing**.

Awards and Achievements

Best project award for my Master's thesis, *Documatic*.

Film, *Ant Painting,* featured on **Scientific American** and **Wired UK**

Film, The Waggle Dance of the Honey Bee," featured on **NPR**, **Fernbank Science Museum**, and the **Creative Discovery Museum**.

Four-time recipient General Assembly full-tuition academic scholarship. Robert Byrd, Opal Meyers, and GT Presidential fellowship scholarships.

Official selection: **New York International Film Festival**, **DRIP Digital Media Festival** (Headliner), **Stirfry Student Film Festival**, **Chicago Future Filmmakers Festival** (Winner CCTV Award - Outstanding Chicago Production)

Original works in seasons 3-5 of Cartoon Network's Aqua Teen Hunger Force