# Andrew Quitmeyer, PhD

Digital Design and Adventure

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### Education

# Georgia Institute of Technology

2009 -2015

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

My "Digital Naturalism" research investigates physical computing for biological field research. I developed techniques and tools to help scientists in rainforest expeditions interact with and explore animals and environments.

## University of Illinois Urbana-Champaign

2004 -2008

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

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

### Research

#### **Selected Publications**

- Quitmeyer, Perner-Wilson. "Portable Studio Practice." 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)
- Mazalek, Nitsche, Chandrasekharan, Welsh, Clifton, Quitmeyer, Peer, Kirschner.
   "Recognizing Your Self in Virtual Avatars," *IJART*. (2013)
- Yang, Quitmeyer, Hrolenok, et al. "Ant Hunt: Towards a Validated Model of Live Ant Hunting Behavior," *Florida Artificial Intelligence Research Society.* (2012)
- 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 / Talks

- 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 et al. "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, Ansari, Nitsche. "Subway: Preview and Process," Activist Technology Demo Day – Eyebeam. (2012)

### Work

#### 2015-2016

### US State Department - ZERO1

**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-Present

Founder / Designer

Founded world reknown Open-Source Sex Technology Company. Developing platforms for customizable user interactions. Leading the lawsuit against a historic 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.

# Georgia Tech - "Principles of Interaction Design"

2013-

Instructo

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

### 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.

### Honors

#### Awards

- Georgia Tech: Legacy Award (2013), Best Poster (2013), Foley Scholar. (2014), Presidential Fellowhip (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)