

# 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

## Publications

- Quitmeyer, Andrew. "Digital Naturalism: Designing Holistic Ethological Interaction." CHI '14 Extended Abstracts on Human Factors in Computing Systems (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).
- Quitmeyer, Ansari, Nitsche. "Performing Subway" [Workshop], *International Symposium on Electronic Art* – Sydney, Australia. (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)

## Work

- 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, 2010, 66-73.

### Georgia Tech - "Principles of Interaction Design"

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

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

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.

### Stupid Fun Club

Designer

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++, Arduino, Android, Java, PHP, HTML5, XML, CSS3, 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*.

References available upon request