

Andrew Quitmeyer

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, 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)
- 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* - 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 / Talks

- Perner-Wilson, Quitmeyer. "Wearable Studio Practice," *Ars Electronica*. (2015)
- Quitmeyer, Nitsche, Perner-Wilson. "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. "Digital Naturalism," *Bambi Talk - Smithsonian Tropical Research Institute*. (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

- 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)

Work

Comingle

2013-
Present

Founder / Designer

Founded pioneering Open-Source Sex Technology Company. We target innovations in interaction, stimulation, and personal customization.

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.

Georgia Tech - "Principles of Interaction Design"

2013-
2014

Instructor

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

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.

Stupid Fun Club

2011

Designer

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

Foreign Language School - Shenzhen, China

2008 -
2009

Science and Media Educator

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

Cartoon Network - [adultswim]

2006

Production Intern

Worked on animations at all production levels of program development.

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.

Graduate Student Advisory Board

2012-
2013

Digital Media Representative

Appointed to advise the Ivan Allen College of Liberal Arts for matters of budgetary planning, community development, and conference design.

The Storytelling Studio

2005-
2009

Creator, Director, Educator

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

- 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

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

References available upon request