

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

Illinois Math and Science Academy

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

2001 -
2004

Publications

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)

"Winter School on Anticipatory Governance of Emerging Technologies," *Center for Nanotechnology in Society* – Arizona State University. (2013) [Invited Collaborator]

Quitmeyer, Ansari, Nitsche. "Subway: Preview and Process," *Activist Technology Demo Day – Eyebeam*. (2012) [Invited Presentation]

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 Television Conference*. (2012)

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

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)

Quitmeyer, Balch. "Waggle Dance," *AAAI Video Competition* (2011)

Mazalek, Ali/ Nitsche, Michael/ Chandrasekharan, Sanjay/ Welsh, Tim/ Clifton, Paul/ Quitmeyer, Andrew/ Peer, Firaz/ Kirschner, Friedrich. "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 2011* (Jan 23-26 2011, Madeira, Portugal) New York: ACM, 2011, 129-136.

Mazalek, Ali/ Nitsche, Michael/ Chandrasekharan, Sanjay/ Welsh, Tim/ Clifton, Paul/ Quitmeyer, Andrew/ Peer, Firaz/ Kirschner, Friedrich. "Recognizing Self in Puppet Controlled Virtual Avatars," in: *Fun and Games* (Sept 15-16, Leuven, BEL) New York, ACM, 2010, 66-73.

Transnational East Asian Film Summer Seminar, Indiana-Illinois University. 2007. [Invited Collaborator]

Employment

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.

2010 -
Present

Smithsonian Tropical Research Institute

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.

2012

Robocup

Official Documentarian

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

2011

Stupid Fun Club

Researcher / Designer

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

2011

Foreign Language School - Shenzhen, China

Science, English, and Media Educator

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

2008 -
2009

Freelance Documentarian

Producer/Photographer/Editor

Created many short films covering diverse subjects such as American industrial practices, Galapagos fauna, and remote Ecuadorian villagers discussing the life and works of the late Peace Corps author, Moritz Thomsen.

2008

Cartoon Network - [adultswim]

Production Intern

Worked on animations at all production levels of program development.

2006

Volunteer

The McKnight Center for the Arts

Founder

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

2005-
Present

The Storytelling Studio

Creator, Director, Educator

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

2005-
2009

Children's Math, Science, and Arts Workshops

Tutor

Taught underprivileged children and led activities in arts and crafts at places like the Center for Women in Transition and the St. Louis City Museum.

2002-
2006

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, Milling, 3D Printing.**

Achievement

Instructables Design Contest **Grand Prize Winner.**

Georgia Tech Ivan Allen College **Legacy Award.**

Georgia Tech Research and Innovation Competition, **Best Poster Award.**

The **Discovery Channel** featured projects "Paint Pulse" and "Magnetic Ants."

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.**

Multiple **GVU** and **Digital Media** travel grant recipient.

Fourtime recipient General Assembly fulltuition academic scholarship. Robert Byrd, Opal Meyers, and GT **Presidential fellowship** scholarships.

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

References available upon request