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*

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.

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 performance.

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

Work

Georgia Tech - "Principles of Interaction Design"

2013

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 biotlogical interfaces.

Smithsonian Tropical Research Institute

2012-2013

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 by from the Smithsonian, Design Awards, NSF, and Digital Media program.

Multi-Agent Robotics and Systems Lab

2010 - 2013

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.

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.

Stupid Fun Club

2011

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: **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*.

References available upon request