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* (Best Project Award)

My "Digital Naturalism" research explores the role of computation within biological field research. Within the Panamanian rainforest, I develop techniques and tools to help scientists interact with animals and explore new environments.

University of Illinois Urbana-Champaign

2004 - 2008

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

Studied problem solving, experimental media, and interactive performance.

Research

Selected Publications

- Quitmeyer. "Digital Naturalism: Designing Holistic Ethological Interaction." *Doctoral Consortium, CHI '14 Ext. Abstracts.* (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)
- 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)
- 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)

Talks/Presentations/Installations

- 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, 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)

Work

Comingle

2013-Present

Founder / Designer

Founded the first Open-Source Sex Technology Company. We target innovations in interaction, stimulation, and DIY,

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.

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

- Ivan Allen College Full Fellowship. (2014)
- Prixx Arse, Arse Elektronika. (2014)
- Fellowship - Smithsonian Tropical Research Institute. (2013, 2014)
- Instructables Design Contest **Grand Prize Winner**. (2013)
- Georgia Tech Ivan Allen College **Legacy Award**. (2013)
- **Digital Atlanta Artist Award** for Subway project. (2013)
- GA Tech Research and Innovation Competition, **Best Poster Award**. (2013)
- **Best Project** award for my Master's thesis, *Documatic*.

References available upon request