July 11 2023

150 words

Andy Quitmeyer designs new ways to interact with the natural world. His work runs the gamut from scientific exploration to artistic outreach with projects ranging from computer vision ant tracking to educational gallery installations. Quitmeyer has worked with large organizations like Cartoon Network, IDEO, and the Smithsonian, taught as a tenure-track professor at the National University of Singapore, and even had his research turned into a (silly) television series called “[Hacking the Wild](https://www.youtube.com/watch?v=3H3umVHn1CU&list=PL39_ud5aKSvkInE6cZaDkcm5GbLVcA461),” distributed by Discovery Networks.

He spends most of his time volunteering with smaller communities and organizations, and most recently founded the field-station makerspace, [**Digital Naturalism Laboratories**](https://www.dinalab.net/). Dinalab, in Gamboa, Panama, blends biological fieldwork and technological crafting with a community of local and international scientists, artists, engineers, and animal rehabilitators. Our research’s largest event, the international [Digital Naturalism Conference](https://www.dinacon.org/), brings together hundreds of participants from all fields to collaborate on finding new ways of interacting with nature.

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Dr. Andrew Quitmeyer (@hikinghack) is a hacker-adventurer studying interactions between wild animals and computational devices. He left his job as a tenure-track professor at the National University of Singapore to start his own field-station makerspace in Gamboa, Panama. At Digital Naturalism Laboratories (the Institute for Interactive Jungle Crafts) he blends biological fieldwork and technological crafting with a community of local and international scientists, artists, engineers, and animal rehabilitators.   
  
Quitmeyer runs mobile workshops called "Hiking Hacks" in which participants develop interactive technologies in outdoor field sites. The Digital Naturalism Conference is his research's largest event, bringing together over 100 participants annually from all fields to collaborate on finding new ways of interacting with nature. All of the work is published openly for sharing and remixing. Quitmeyer and his research were also the subject of a (silly) television series called "Hacking the Wild," distributed by Discovery Networks.

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I'm a designer who explores new ways we can interact with the natural world. From educational animation to computer vision ant tracking, I run the full gamut between scientific exploration and artistic outreach. I have worked with organizations like Cartoon Network, IDEO, and the Smithsonian, taught as a tenure-track professor at the National University of Singapore, and even had my research turned into my own (silly) television series called “[Hacking the Wild](https://www.youtube.com/watch?v=3H3umVHn1CU&list=PL39_ud5aKSvkInE6cZaDkcm5GbLVcA461),” distributed by Discovery Networks [[**Website**](http://www.dinalab.net)].

Most recently, I founded my own field-station makerspace in Gamboa, Panama. At [**Digital Naturalism Laboratories**](https://www.dinalab.net/) (the Institute for Interactive Jungle Crafts) we blend biological fieldwork and technological crafting with a community of local and international scientists, artists, engineers, and animal rehabilitators. Our research’s largest event, the international [Digital Naturalism Conference](https://www.dinacon.org/), brings together hundreds of participants from all fields to collaborate on finding new ways of interacting with nature. I was also elected into the inagural council overseeing the [Global Open Science Hardware](https://openhardware.science/) community where we help an international community of DIY engineers and scientists collaborate to make science an open, equitable place for discovery.

All of my work is published openly for sharing and remixing.