

Andrew Quitmeyer, PhD

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

US State Department - Zero1

2015 -
2016

Art Ambassador

Selected as the Art Ambassador to the Philippines. Teaming up with youth, underserved populations, and scientists to explore local crafts and ecosystems with new media art.

Comingle

2013 -
Present

Founder / Designer

Founded world reknown Open-Source Sex Technology Company. Developing platforms for customizable user interactions. Leading the lawsuit against a historic patent troll case.

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.

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