

# Eddie Elliott

San Francisco, CA

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## Summary

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A software engineer with an extensive background in designing and developing user facing visual software for a wide spectrum of employers and clients. Projects have included:

- visualizations for scholarly research
- interactive art and science museum exhibits
- prototypes for high-profile mobile devices

Strengths include data visualization, UX design prototyping, and multidisciplinary application of graphical programming in general.

## Experience

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### Senior Software Engineer

2015 – present Major League Baseball Advanced Media San Francisco, CA

- Collaborating closely with analysts, designers, and data scientists to explore new ways of presenting ball and player tracking in baseball games, for both public facing apps and internal MLB use.
- Designing and developing web apps employing 3D tracking data – D3, Three.js, React

### Senior Software Development Engineer

2012 - 2014 Microsoft San Francisco, CA

- Developed UX prototypes employing emerging sensing technologies to glean insights into people's attention and intention while using a variety of devices.
- Focused on UX design, explored how to effectively utilize new sensors with combinations of mobile, multi-touch, and pen/digital-ink, while also considering how to integrate new technologies into legacy keyboard/mouse scenarios.

### Consultant

2011 - 2012 San Francisco, CA

- Working for a renowned digital artist, programmed OpenGL enhancements to reactive art installations.
- Designed and developed online visualization of The Bay Lights, where visitors can support the art installation with donations and tag virtual lights with personal messages and photos.
- Meeting a strict deadline, developed an entertaining Android app promoting a major motion picture.

### Senior Software Engineer

2007 - 2011 RCDb San Francisco, CA

- Designed and produced visualizations of film metadata, from shot-level to thousands of films.
- Developed QC tools for data collection and refinement.
- Collaborated with USC's School of Cinematic Arts on visualization of film metadata for scholarly analysis.

### Software Lead

2004 – 2007 MOTO Development Group San Francisco, CA

- Developed software-based prototypes for Apple, Amazon, BMW, Microsoft, and other clients.
- Prototypes included mobile multi-touch, the first functional Kindle prototype, MP3 players, and smart pens.

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## Experience

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### Consulting

1993 – 2004

San Francisco, CA, and Boston, MA

Privileged with a broad array of clients, I contributed to diverse projects, ranging from interactive museum exhibits, to groundbreaking tools for filmmakers.

A sampling of clients and projects:

- Chabot Space and Science Center Oakland, CA  
Developed a compelling rocket launch simulation for Chabot's X-Prize group of exhibits.
- Technorama Winterthur, Switzerland  
Produced a custom Video Streamer exhibit in which museum visitors could record video clips of themselves and print "streamer boxes" to take home.
- Research Studios San Francisco, CA  
Developed real-time video effects that responded to audio characteristics. Adapted the system across a progression of hardware platforms.
- Panavision Cambridge MA, Los Angeles, CA  
Designed and developed innovative digital video tools used on film sets. Collaborated with film directors, editors, and video assist operators to evolve designs to support creative activities while coping with the demanding environments of film and television sets.
- Museum of the Moving Image Queens, NY  
Worked with museum exhibit designers to produce a multi-workstation exhibit that delighted visitors, allowing them to record video clips and print them out as flipbooks to take home.
- Boston University and Boston Museum of Science Boston, MA  
Working in tandem with Math and Physics faculty at Boston University, produced educational software that permitted students to explore properties of fractal geometry. Developed an interactive exhibit about fractal crystal aggregation for Museum of Science visitors to see a real crystal grow with fractal features, and to review a time-lapse of the growth.
- Learn Technologies Manhattan, NY  
Collaborated with educators to conceive and produce a hypermedia authoring and viewing system (prior to the worldwide web), for use in high school and middle school classrooms. The initial curriculum used the trial of the Los Angeles police who beat Rodney King, providing for interactive and collaborative exploration of topics of race relations.

## Education

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- 1990 - 1993 MIT Cambridge, MA  
M.S. Visual Studies, Media Lab, Interactive Cinema Group
- 1980 - 1984 UC Berkeley Berkeley, CA  
B.A. Computer Science

## Awards

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- Design for America, 2010  
"Who Paid Them" received a first place award in the Sunlight Foundation's "Design for America" visualization contest.
- Art Artist Audition, 1992  
Sponsored by Sony Music Entertainment Group
- Among exhibits by 50 international artists, Video Streamer was judged second most popular by the public, and received a judge's award from the jury.

## Interests

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Creative Coding, Data Visualization, Sailing