Eddie Elliott

San Rafael, CA 415 816 4155 eddielliott@gmail.com

portfolio: eddie.io

LinkdedIn: linkedin.com/in/eddieelliott

Summary

Front end software engineer with an extensive background in designing and developing a variety of visual applications. Projects have included:

- · visualizations for scholarly film research
- interactive art and science museum exhibits
- prototypes for high-profile mobile devices
- 2D and 3D visualizations for professional baseball

Strengths include data visualization, UX design prototyping, and 3D pose tracking viz.

Experience

Staff Software Engineer

2021 – present San Francisco Giants

San Francisco, CA

 Privileged to collaborate with analysts, biomechanists, and coaches to develop apps based on rich baseball datasets for internal team use.

HawkEye pose tracking, React-three-fiber, Three.js, React, TypeScript, Sketch

Senior Software Engineer

2015 - 2021

Major League Baseball

San Francisco, CA

Developed 2D and 3D interactive visualizations of baseball data to explore new ways of presenting ball and player tracking in baseball games, both for public facing web apps and internal MLB use. Member of MLB's ideation group.

D3, Three.js, React, TypeScript, Sketch, HawkEye, TrackMan

Senior Software Development Engineer

2012 - 2014

Microsoft

San Francisco, CA

Developed UX prototypes exploring how to effectively utilize new sensors with combinations of mobile, multi-touch, and pen/digital ink.

C#, JavaScript

Consultant

2011 - 2012

San Francisco, CA

- Programmed animations in OpenGL for a reactive art installation.
- Developed online visualization of The Bay Lights public art project for grassroots fundraising.

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 others.
- Prototypes included mobile multi-touch, the first functional Kindle prototype, MP3 players, and smart pens.

Eddie Elliott

Experience

Consulting

1993 - 2004

San Francisco, CA, and Boston, MA

Worked with a broad spectrum of clients on diverse projects ranging from interactive museum exhibits, to groundbreaking tools for filmmakers.

A sampling of clients and projects:

- Chabot Space and Science Center
 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.
- Learn Technologies
 Manhattan, NY Produced 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

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

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