

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 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
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

Creative Coding, Data Visualization, Sailing