

Eddie Elliott

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EDUCATION

1993 **Massachusetts Institute of Technology**, Cambridge, MA
Master of Science, Visual Studies, MIT Media Laboratory

1984 **University of California**, Berkeley, CA
Bachelor of Arts, Computer Science

PROFESSIONAL EXPERIENCE

2007-2011 **RCDB** - San Francisco, CA
I helped build a database of time-based metadata for film and television. Designed and produced data visualizations, ranging from microscopic views at shot-levels within films to macroscopic views across thousands of films. Developed QA tools for data collection and refinement. Developed UE prototypes of web and tablet-based presentation scenarios for time-based metadata. Collaborated with USC's School of Cinematic Arts on data visualization of film metadata for scholarly critical analysis. Developed a logging framework for Netflix's PS3 instant streaming disc.
Java, Processing, Javascript, Python, Objective-C, BD-J

2004-2007 **MOTO Development Group** - San Francisco, CA
Designed and developed firmware for embedded systems, primarily consumer electronic devices, with a focus on very early prototypes for high profile mobile devices, including the first multi-touch phone, the most popular e-reader, MP3 players, and a smart pen. Also served as a project manager.
C++, Java, Processing, Max/MSP, C#

Consulting - Interactive Exhibit Developer

2004 **Chabot Space and Science Center** - Oakland, CA
Developed exhibit software to simulate a rocket launch in Chabot's X-Prize group of exhibits, managing video playback, a physical control panel, and external devices in a model rocket.
ActionScript, Making Things Teleo

2003 **Technorama**, Winterthur, Switzerland
Customized my Video Streamer exhibit for a permanent installation at Technorama. The streamer visualizes time by stacking hundreds of live video frames, inviting visitors to explore time and motion. This installation includes coin-operated printing.
Java, QuickTime, firewire video, MDB

1995-2003 **American Museum of the Moving Image**, New York, NY
Developed an interactive video installation for museum visitors to capture short video clips of themselves and print the clips as flipbooks. The software manages video capture, compression, and presentation. It also includes image processing optimized for B&W printing.
C++, Macintosh, QuickTime

1995 **Boston University and Boston Museum of Science**, Boston, MA
Designed and built the user interface for an interactive exhibit employing streaming video to demonstrate fractal properties of crystal growth.
C, QuickTime, Lingo

Consulting – Media Software Developer

- 2002-2004 **Research Studios**, San Francisco, CA
Developed real-time audio+video processing software for a dynamic video effect where picture playback is controlled by audio characteristics.
Java, QuickTime, firewire video
- 2001-2002 **Promeetium**, Emeryville, CA
Designed and developed a browser-based user interface for a meeting scheduling system.
Java, HTML, JavaScript
- 2001 **Daniel Lin**, San Francisco, CA
Implemented an automatic video-editing system aimed at simplifying editing for novices.
Java, QuickTime
- 2000-2001 **SmashTV**, San Francisco, CA
Developed an automated system for controlling a CD jukebox, CDDDB lookup, ripping CDs, and encoding to various streaming audio formats.
Visual Basic, Real Media, Windows Media, MP3, CDDDB
- 1995-2000 **Panavision**, Cambridge, MA and Los Angeles, CA
Designed and implemented digital video assist systems to be used on film sets. Developed software for both Windows NT and embedded systems.
C, C++, Visual Basic, Tektronix Profile, FastForward Video Omega, VLAN
- 1995 **Pixel Multimedia**, Tel Aviv, Israel
Consulted on CD-ROM multimedia projects. Designed and developed Video Streamer Xtra for Director, used in a David Hockney CD-ROM.
C++, QuickTime, Lingo
- 1995 **Boston University Center for Polymer Studies**, Boston, MA
Developed educational software about the use of fractals in various disciplines.
C++, QuickTime, Lingo
- 1994 **Thinking Pictures**, New York, NY
Responsible for all programming for “Saturday Night Live” entertainment CD-ROMs.
C++, QuickTime, Win32, Mac
- 1993-1994 **Learn Technologies**, New York, NY
Designed and implemented hypertext extensions to HyperCard for use in an educational CD-ROM title about the trial of the Los Angeles police who beat Rodney King.
C, C++, HyperCard, QuickTime
- 1988 **Crystal Graphics**, Santa Clara, CA
Developed a page-turn feature for PC based 3D animation systems, Crystal 3D and TOPAS.
C
- 1990-1993 **Research Assistant, MIT Media Lab, Interactive Cinema Group**, Cambridge, MA
Developed interactive video demos looking at new forms of production and presentation, examining the blurring boundaries between producer, editor, and audience. Prototyped tools for giving viewers some capabilities traditionally in the hands of editors, looking specifically at ways people might view and manipulate many simultaneous video streams.
C, C++, QuickTime, HyperCard

Video Post Production

- 1989-1990 **Multimedia Software Developer, KnowledgeSet, One Pass**, San Francisco, CA
Wrote software for KnowledgeSet’s CD-ROM based Knowledge Retrieval System. Included VTR control, compression, and video playback for one of the first CD-ROMs to include video.
C, VTR controllers
- 1988-1989 **Effects Designer and Video Post Production Software Developer, One Pass**, San Francisco, CA
Collaborated on effects and animation productions in a Harry digital editing suite. Also developed a toolkit of edit list management utilities.
C, Ampex ADO, Quantel Mirage, Encore, and Paintbox

- 1986-1987 **Video Effects Consultant, Qualli - Centro de Producción**, Mexico City, Mexico
Responsible for operation, training, and maintenance for digital video effects systems, electronic paint systems, and character generators. Served as technical director.
Pascal, ADO, Mirage, Encore, Paintbox
- 1986 **Effects Consultant, Televisa, Quantel**, Mexico City, Mexico
Representing Quantel, helped prepare video effects production for the 1986 World Cup broadcast. Programmed custom Mirage and other DVE effects for international broadcast.
Pascal, Mirage, Ava, ADO
- 1984-1986 **Mirage Designer/Programmer, Positive Video**, Orinda, CA
Designed and programmed custom effects for the Quantel Mirage, including 3-D animated characters for Grateful Dead's 20th Anniversary Movie.
Pascal, Mirage, ADO

EXHIBITS

- 2008 **Maker Faire**, San Mateo, CA
May, 2008
Flick-to-Flick personalized flipbook booth
- 2003 **Technorama**, Winterthur, Switzerland
2003 to present
Permanent installation of *Video Streamer*
- Randall Museum**, San Francisco, CA
December, 2003
Digital Flipbook
- YLEM, Danville Fine Arts Gallery**, Danville, CA
February - March, 2003
Video Streamer
- Zeum**, San Francisco, CA
2002 to 2003
Video Streamer
- 2002 **ArtSpace, Erikson Zebroski Design Group**, San Francisco, CA
February, 2002
Video Streamer
- 2000 **Exploratorium**, San Francisco, CA
March, 2000
Exploratorium's First Wednesday Series - *Video Streamer*
- 1995 **Inventure Place**, Akron, OH
Artist in Residence
- 1994 **Liberty Science Center**, Jersey City, NJ
Video Streamer
- Videobrasil**, São Paulo, Brazil
Video Streamer
- Ars Electronica**, Linz, Austria
Video Streamer
- ACM SIGCHI**, Boston, MA
Video Streamer
- 1993 **Apple Computer, External Research Open House**, Cupertino, CA
Video Streamer
- 1992 **Sony Art Artist Audition '92, Sony Music Entertainment Group**, Yokohama and Tokyo, Japan
Video Streamer. Finalist in juried show. Received two judges awards.

AWARDS

Design for America, 2010

Visualization of Sunlight Community Data winner
<http://whopaidthem.com/>

Art Artist Audition, 1992

Sponsored by Sony Music Entertainment Group
Among exhibits by 50 international artists, Video Streamer was judges second most popular by the public, and received a judge's award from the jury.

TEACHING

University of São Paulo, São Paulo, Brazil, 1992

Conducted a pair of workshops on multimedia design and production for the School of the Future Project at the University of São Paulo.

PUBLICATIONS

Proceedings of the CHI 1994 conference companion on Human factors in computing systems
Video Streamer, Edward Elliott and Glorianna Davenport

MIT Master's thesis, 1993

WATCH - GRAB - ARRANGE - SEE: Thinking with Motion Images via Streams and Collages

PRESS

Popular Mechanics Television, 1996

Video Streamer featured in segment of Popular Mechanics program

American Cinematographer, April, 1995

Movies of the Future: Storytelling with Computers, Frank Beacham

Ars Electronica 94 Program, 1994

Interactive Kunst

Popular Mechanics, January, 1994

Building the Information Superhighway, Frank Vizard

IEEE Spectrum, March, 1993

Special Report, Interactive Multimedia, Getting the Whole Picture, John A. Adam

Wired Premiere Issue, January, 1993

Frozen Movies, Kevin Kelly

Advanced Imaging, August, 1992

Motion Image Processing: Striking Possibilities, Andrew W. Davis

FRAMES - monthly publication for Media Lab sponsors, April, 1992

Flowing the Show