

daniel noh

designer, researcher, maker
thinking about equity, learning,
technology, and creativity

nohdaniel.com
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awards

GEE! Learning Games Award
Finalist
Epic Metal's Competition
Finalist
Louis F. Valentour A'49
Travel Scholarship

software

Adobe CC
Figma, XD
Rhino/Grasshopper
HTML/CSS
Javascript (p5)
Processing.js
R
Tableau
Rapidminer

process

Storyboarding
Wireframing
Digital Fabrication
Woodworking
Data Visualization
Qualitative User Research
Visual Prototyping
Spatial Design
Learning Design
Game Design

languages

English
Korean
Japanese (Beginner)

education

Harvard University — Graduate School of Education
Master of Education | Expected 2022
Learning Design, Innovation, and Technology

Carnegie Mellon University — School of Architecture
Bachelor of Architecture, Honors | 2021
Minor in Design for Learning
Minor in Human-Computer Interaction

experience

Harvard University, Graduate School of Education — Cambridge, MA

Research Assistant | 2021 - Present
Finding and writing a whitepaper about literature on the affordances of spatial design and organization in learning, under PI Dr. Daniel Wilson in the Project Zero Designing Learning Spaces Lab.

Makerspace Assistant | 2021 - Present
Assisting in the management of the Harvard GSE makerspace by monitoring students using digital fabrication systems including laser cutters and 3D printers.

Carnegie Mellon University, HCI Institute — Pittsburgh, PA

Research Associate | 2021
Designed the preliminary lo-fi, mid-fi, and hi-fi UI for the teacher-facing ClassInSight app and created onboarding decks for incoming/future designers on the team and developed the design language and guidelines for the new ClassInSight K-12 app.

Design Research Assistant | 2020 - 2021
Conducted UX research and created user study protocols on teacher scaffolding for the ClassInSight project under PI Prof. Amy Ogan, advised by Dr. Angela Stewart.

Carnegie Museum of Natural History — Pittsburgh, PA

Center for Anthropocene Studies Intern | 2020
Produced, illustrated, and voiced two educational videos about water in the Anthropocene, presented at ALCOSAN's 2020 and 2021 virtual open house and drafted corresponding educational blog posts published in CMNH's monthly newsletters.

Carnegie Mellon University, School of Architecture — Pittsburgh, PA

Research Assistant | 2019 - 2020
Designed and initiated the fabrication of swings using steam-bent wood under PI Prof. Joshua Bard through the Manufacturing Futures Initiative grant.

Digital Fabrication Assistant | 2018 - 2021
Monitored and assisted students using digital fabrication systems including laser cutters, vacuum formers, a 3-axis and 4-axis CNC-mill, and 3D printers.

teaching

Harvard University, Graduate School of Education — Cambridge, MA

Teaching Fellow | 2022 - Present
Preparing class lectures, leading labs, and hosting office hours for the graduate-level course, T519 Digital Fabrication and Making in Education under Prof. Bertrand Schneider