

daniel noh

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

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software

Adobe CC
Premeire Pro
Figma, XD
HTML/CSS
Rhino/Grasshopper
Processing
Javascript (p5)
R (Statistics)
Tableau
Rapidminer

process

Storyboarding
Wireframing
Digital Fabrication
Woodworking
Simple Circuitry
Data Visualization
Qualitative User Research
Quantitative Research
Learning Design
Spatial Design
Game Design

awards

GEE! Learning Games Award
Finalist | 2021

Louis F. Valentour A'49
Scholarship | 2020

EPIC Metals Competition
Finalist | 2020

languages

Korean
Japanese (Beginner)

education

Harvard University — Graduate School of Education
Master of Education | 2021 - 2022
Learning Design, Innovation, and Technology

Carnegie Mellon University — School of Architecture
Bachelor of Architecture, Honors | 2016 - 2021
Minor in Design for Learning
Minor in Human-Computer Interaction

experience

Harvard University, Graduate School of Education — Cambridge, MA

Teaching Fellow | 2021 - 2022

- Prepared class lectures, led technical labs, and hosted office hours for the graduate-level course, T519 Digital Fabrication and Making in Education under Prof. Bertrand Schneider.

Project Zero Research Assistant | 2021 - 2022

- Co-authored a literature review on the affordances of spatial design and organization in learning, under Dr. Daniel Wilson in the Designing Learning Spaces Lab.

Makerspace Assistant | 2021 - 2022

- Assisted in the management of the Harvard GSE makerspace by monitoring and teaching students using laser cutters, 3D printers, vinyl cutters, electronics, and soldering stations.

Carnegie Mellon University, HCI Institute — Pittsburgh, PA

Research Associate | 2020 - 2021

- Designed the preliminary lo-fi, mid-fi, and hi-fi UI for the teacher-facing ClassInSight app, created onboarding decks for future designers on the team and developed the design language and guidelines for the new ClassInSight K-12 app.
- Conducted and drafted focus group protocols, including co-design prompts, interview questions, and a script, for the ClassInSight project under 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.
- Published corresponding educational blog posts published in CMNH's monthly newsletters and website.

Carnegie Mellon University, School of Architecture — Pittsburgh, PA

Research Assistant | 2019 - 2020

- Designed and initiated the fabrication of swings using steam-bent wood under Prof. Joshua Bard through the Manufacturing Futures Initiative grant.