

daniel noh

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

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awards

GEE! Learning Games Award
Finalist, 2021

Louis F. Valentour A'49
Scholarship, 2020

Epic Metal's Competition
Finalist, 2020

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

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

Project Zero Research Assistant | 2021 - Present

Writing literature reviews on the affordances of spatial design and organization in learning, under Daniel Wilson in the Designing Learning Spaces Lab.

Makerspace Assistant | 2021 - Present

Assisting 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 | 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.

Design Research Assistant | 2020 - 2021

Conducted and drafted focus group protocols, including co-design prompts, interview questions, and a script, for the ClassInSight project under Amy Ogan, advised by 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 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, 3-axis and 4-axis CNC-mills, 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 Bertrand Schneider.