

# daniel noh

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## Digital Skills

Adobe CC  
Microsoft Suite  
Figma  
Rhino/Grasshopper  
HTML/CSS  
JavaScript (p5)  
Processing.js  
R  
Tableau  
Rapidminer

## Other Skills

Woodworking  
Bent Lamination  
Steam Bending  
Laser Cutting  
Vacuum Forming  
3D Printing  
3-Axis CNC Mill  
4-Axis CNC Mill

## Languages

English  
Korean  
Japanese (Beginner)

## Achievements

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

## Interests

Illustration  
Musical Theatre  
UX/UI Design  
Games

## 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 Graduate School of Education** | Cambridge, MA  
**Research Assistant** | Sep 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** | Sept 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 HCII** | Pittsburgh, PA  
**Research Associate** | May 2021-Sep 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** | Oct 2020-May 2021  
Conducted UX research and created user study protocols on teacher scaffolding for the ClassInSight project under PI Dr. Amy Ogan, advised by Dr. Angela Stewart.

**Carnegie Museum of Natural History** | Pittsburgh, PA  
**Center for Anthropocene Studies Intern** | May 2020-Aug 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 SoA** | Pittsburgh, PA  
**Research Assistant** | Feb 2019-May 2020  
Designed and initiated the fabrication of swings using steam-bent wood under PI Professor Joshua Bard through the Manufacturing Futures Initiative grant.

**Digital Fabrication Assistant** | Aug 2018-Jan 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.