

# 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

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 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 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 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.