

# 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

**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.