daniel noh

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

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education

Harvard University
Graduate School of Education
Master of Education
Learning Design, Innovation, and Technology

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

software

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

process

Prototyping Methods
Fabrication Methods
Simple Circuitry
Data Visualization
Qualitative User Research
Quantitative Research
Design-based Research
Learning Design
Spatial Design
Game Design

languages

Korean
Japanese (Beginner)

experience

MIT Museum — Cambridge, MA
Museum Education Associate | 2022 - Present
- Facilitating STEAM and design learning experiences for visitors of all ages to foster engagement and meaningful connections to the MIT Museum.
- Designing new drop-in activities and workshops to teach visitors about tinkering, inventing, and creativity.

Harvard University, Graduate School of Education — Cambridge, MA
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 | 2021
- Conducted and drafted focus group protocols, including co-design prompts, interview questions, and scripts for the ClassInSight project, under Prof. Amy Ogan, advised by Dr. Angela Stewart.
- Developed the design language and guidelines for the new ClassInSight K-12 app.
Research Assistant | 2020 - 2021
- Designed the preliminary lo-fi, mid-fi, and hi-fi UI for the teacher-facing ClassInSight app and created onboarding decks for future designers on the team

Carnegie Museum of Natural History — Pittsburgh, PA
Museum Education Intern | 2020
- Produced, illustrated, and voiced two educational videos under the Center for Anthropocene Studies about water in the Anthropocene, presented at ALCOSAN's 2020 & 2021 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, prototyped, and initiated the fabrication of steam-bent wooden swings under Prof. Joshua Bard.

teaching

Harvard University, Graduate School of Education — Cambridge, MA
Teaching Fellow | 2023 - Present
- Leading technical lectures, hosting office hours, and generating discussion prompts on topics in data visualization and the implementation of data in education for the graduate-level course, T514 Multi-Modal Learning Analytics under Prof. Bertrand Schneider (S2023).
Teaching Fellow | 2022
- Prepared class lectures, led technical labs on laser cutting, 3D modeling, 3D printing, casting, and more, and hosted office hours for the graduate-level course, T519 Digital Fabrication and Making in Education under Prof. Bertrand Schneider (S2022 & F2022).