daniel noh

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

nohdaniel.com
dan.j.noh@gmail.com
dnoh@mit.edu
somerville, ma

software

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

process

Storyboarding
Wireframing
Rapid Prototyping
Digital Fabrication
Woodworking
Simple Circuitry
Data Visualization
Qualitative User Research
Quantitative Research
Literature Review
Learning Design
Spatial Design
Game Design

awards

GEE! Learning Games Award
Finalist | 2021

Louis F. Valentour A'49
Scholarship | 2020

EPIC Metals Competition
Finalist | 2020

languages

Korean
Japanese (Beginner)

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

experience

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

Harvard University, Graduate School of Education — Cambridge, MA
Teaching Fellow | 2022 - Present
- Prepared class lectures, led technical labs, and hosted office hours for the graduate-level course, T519 Digital Fabrication and Making in Education under Prof. Bertrand Schneider (S2022 & F2022).

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 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 and 2021 virtual 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.