Adam Jackrel

Technology Educator / Creative Technologist

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About Me

Obsessed with technology and emerging trends in physical computing, digital spaces, and human interaction. Always have my hands in some new project. I love sharing my personal and artistic projects in the classroom; diving into the theory of how it all works, then letting students take the reins to make something themselves. The satisfaction I feel when I experience a student growing into their own is immense and I feel lucky to be apart of that student's journey.

Work Experience

Silicon Valley Design and Technology
Founder
January 2022 - Present

An after-school and mentorship program designed to help students pursue their own interests and passions in the Design and Technology world.

Silicon Valley International School
Upper School Design Teacher
August 2021 - August 2022

Taught 7 sections of Design and Design Technology in the MYP (6th-10th) and DP Programs (11th and 12th). Co-advisor of an 8th grade advisory. Designed, implemented, and maintained a Makerspace for grades 6-12.

Friends Seminary
Upper School Technology Integrator and Computer Science Teacher
August 2019 - June 2020 (ONE-YEAR APPOINTMENT)

Working with the Technology Team to define and develop the role of technology in the classroom. Evaluating hardware and software for students and faculty. Taught 3 classes: Intro to Programming sections and advanced classes in Game Design and iOS Programming.

Creative Arts Program at Berkeley Carroll
Technology Teacher
June 2019 - August 2019
Summer teacher for students grade 3-9. Taught four classes: LEGO Robotics I and II, Fashion Wearables, and Meme Creator

Freelancer
Creative Technology and Software Development
April 2015 - August 2019

Worked on a variety of projects for private, public, and commercial clients.

Some notable projects include LED suits for Taylor Swift's 1989 Tour and Burning Man 2015/16/17/18, a Video LED Cube for BangOn! Event Productions, an LED Visual EQ for VH1 cable station, and a touch-interactive map for the Lewis and Clark Historic Site in Great Falls, Missouri.

Avenues: The World School
iLab Technician (Makerspace Educator / Manager)
August 2016 - August 2018

Co-managed two makerspaces for Middle and Upper School students. Instructed students and faculty on the safe use of tools and equipment. Maintained a wide-variety of tools, materials, and equipment. Designed, planned, and executed lesson plans for a variety of cross-disciplinary classes.

Education

New York University
New York, New York
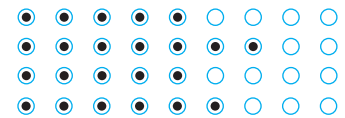*BA in Computer Science and Game Design*
August 2011 - May 2015

Design Skills

Skill	Rating
Adobe Photoshop	●●●●●○○○○○
Adobe Illustrator	●●●●●●●○○○
Adobe InDesign	●●●●●●○○○○
Adobe Flash	●●●●●●●○○○

Coding Skills

Skill	Rating
HTML5 & CSS3	●●●●●●●○○
Javascript/jQuery	●●●●●●●○○
iOS/Swift	●●●●●●○○○
Processing	●●●●●●●○○
Java	●●●●●●●○○
Bootstrap	●●●●●●●○○
Express (MEAN)	●●●●●●○○○
C/C++/C#	●●●●●●●○○
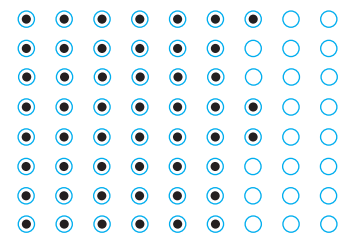
Physical Computing Skills

Skill	Rating
Arduino	●●●●●●●●●
Raspberry Pi	●●●●●●●○○
Beaglebone	●●●●●●●○○
Micro-Controllers	●●●●●●●●○
Electronics	●●●●●●●●●
Soldering	●●●●●●●●●
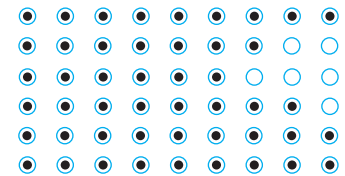
Fabrication Skills

Skill	Rating
3D Printing	●●●●●●●●●
Laser Cutting /Rastering	●●●●●●●●●
Rhino CAD	●●●●●○○○○
Wood/Metal Fabrication	●●●●●●●●○
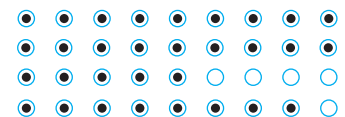
Grants and Awards

January 2014

Awarded the Tisch Graduate Student Organization Interdepartmental Grant to create a new, interactive performance piece.

October 2014

Awarded the NYU Prototype Fund grant for an energy sensing and automation platform.

November 2014

Awarded the Dean's Undergraduate Research Fund grant for an energy sensing and automation platform