Hayden Moore

Makerspace Expert

I am a maker with a passion for education. I help people from all backgrounds take their ideas from dreams to reality using a methodical approach and iterative prototype development. Being a jack of all trades, I immerse myself in a wild variety of tech, software, hardware, artisan crafts, art, science and engineering, as at their intersection is where the magic happens!

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Expertise

Driven by curiosity in absolutely everything, and being immersed in a Maker Space for years, I've picked up a generalist's arsenal. Below are some of my strengths I can talk about in detail.

Concepts

- Maker Spaces
- Rapid Prototyping
- Innovation
- Design Thinking
- Workshops
- Learning design

Knowledge bases

- Programming
- Electronics
- Engineering
- Product Dev
- Chemistry
- Manufacturing
- Physics
- Materials
- Woodwork
- Metalwork

Equipment

- 3D printing
- Laser cutting
- CNC routing
- Vinyl cutting
- Soldering
- 3D scanning
- Sewing
- Vacuum forming
- VR headsets
- Power tools

Digital Design

- Fusion 360
- Illustrator
- Blender
- Photoshop
- EasyEDA
- Inkscape
- Pepakura
- Premiere

Programming

- Python
- HTML/CSS
- Arduino (C++)
- JavaScript

Education

2017
BSc – Computer Science
University of Auckland

Experience

Feb 2020 - Present
University of Auckland, Centre for Innovation and Entrepreneurship

Maker Space Coordinator

- Daily activities include running training sessions and workshops, maintaining health and safety practices, assisting students with taking innovative and personal projects from idea to reality, equipment operation and maintenance, consumables replenishment, managing the budget and record keeping.
- I manage a team of 15 student Creative Technologists to assist in activating the Maker Space. I was tasked with hiring the best team for the job and now I focus on their technical and professional development.
- Inducted over 5000 students to the Maker Space by digitally transforming the orientation process to run online. This involved creating a series of orientation videos as well as automation scripts so the process could be fully hands-off.
- Developed 10 training videos, 9 on demand video tutorials, and a blended training model so we could run equipment trainings for just over 10,000 participants in half the time of the previous model.
- Developed a new facility in addition to the Maker Space called Te Ahi Hangarau, The Technology Hub, which is focused on technology education and empowerment of emerging tech like VR, 5G, IoT and AI.
- Integrated prototyping into our entrepreneurship programmes by delivering various interactive workshops like "How to prototype", "Creative inspiration and design", and "Build a landing page".

Nov 2017 - Feb 2020
Spire Construction Research and Development

Engineering Technologist

- By following product design methodology and the design thinking framework I created many functional product prototypes for overseas clients. Tools and technologies I used included electronic circuit design, PCB manufacturing, CAD, 3D printing, embedded systems and software development.
- I created business cases and conducted market research to analyse potential projects.

Personal projects

haydenmoore.nz

Too many to count!

Making is my life! I'm always learning and have too many projects on the go. In fact, I had to make a spreadsheet to track them all! Some of my favourite completed projects include an interactive LED periodic table, synthetic ruby, a robot arm, FPV racing drone 3D sculpted and printed tentacle table, automatic wire cutting machine, lightning in a bottle, bow made of skis, Damascus steel chef's knife, robotic tattoo machine, tesla coil, and so many more!

Right now I'm trying to focus on my ultimate project - A futuristic tiny house inside a box truck!

Terrible Ideas

Recently I co-organised Terrible Ideas, a 46-hour hackathon with no expectations of success, where people of all backgrounds come together to make the most terrible ideas they can think of!

When the ideas are meant to be terrible, I find participants push their boundaries, iterate quickly, take risks, and try things that they never would have taking the "safe road" at a normal hackathon.

There were projects like emotionally needy kitchen appliances, creepy animatronics, AI karaoke, aromatic milk diffusion, and robots that could re-program themselves!