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Professional Experience

INDEPENDENT CONSULTANT @ COLIN ANGEVINE, LLC

Advancing equity and justice through learning, collaboration, networks, research, design, and data. Partners include:

CITY UNIVERSITY OF NEW YORK
OCT 2022-PRESENT

Computing Integrated Teacher Education: Support the design and implementation of the CITE initiative. Design and launch an RFP with CUNY Central to structure and support the strategy development of 15 CUNY schools of education participating in the CITE initiative. Develop resources and infrastructure to coordinate and support institutional learning across the CUNY system.

CONNECTED LEARNING ALLIANCE
AUG 2022-PRESENT

Connected Wellbeing: Support the design and launch of a cross-sector initiative centered on youth-powered wellbeing in a digitally connected world. Design the program model, vet teams, and launch an Impact Studio to advance the work of early-stage innovations, and document their work in case studies. Design structures for and launch a community of practice to build capacity and social capital. Develop data infrastructure to support network building.
Additional projects: Support organizational communications and convenings strategy; project manage emerging work on *Neurodiversity + Connected Learning*.

JOAN GANZ COONEY CENTER AT SESAME WORKSHOP
SEP 2021-PRESENT

Next Gen Public Media: Support the public media sector to better engage tweens and teens through field-wide collaboration and research. Launch an RFP and funded accelerator program to catalyze and document promising innovations. Convene public media professionals via a peer learning community, and a national cohort of Youth Fellows to influence decision-making and co-lead public events. Conduct research on the state of the public media field. Publish a toolkit of resources to support work in the field. Develop data infrastructure to support network building.
Additional projects: Design and facilitate youth co-design workshops and advisory boards; design and implement data infrastructure to support network engagement.

ONWARD
NOV 2020-APR 2024

Partnership support: Design and implement programs for philanthropic, nonprofit, and corporate partners to become more inclusive and equitable in their internal operations and external impact. Support strategy development for an early-stage social justice philanthropy. Conduct organizational audits to assess diversity, equity, and inclusion. Review partners' assets and policies with a DEI lens.
Additional projects: With Onward's R&D Lab, prototype innovative tools, platforms, and experiences that promote inclusivity and develop skills for managing racially stressful situations.

Additional partners have included: Telos Learning, Experience Camps, the Center on Reinventing Public Education, the Student Experience Research Network, and more.

PROJECT DIRECTOR, CHALLENGE COLLABORATIVES @ DIGITAL PROMISE
AUG 2018-MAY 2020

Facilitated collaborative R&D projects that connected school district leaders around the country with researchers and developers to co-create solutions to pressing challenges in public education, with topics ranging from real world learning to data interoperability. Managed 10+ contractors and 1 FTE; jointly managed funder relationships and budgets. Funding for portfolio of projects totaling $3.5M+.

PROGRAM MANAGER, LEARNING EXPERIENCE DESIGN @ DIGITAL PROMISE
JAN 2017-AUG 2018

Created frameworks, tools, curricula, reports, etc. to support teachers and administrators making structural and pedagogical transformations in schools. Led educators nationwide in professional learning workshops and communities of practice. Areas of focus: maker-centered learning, computational thinking in K-12.

CHIEF OPERATING OFFICER @ J.EUGENE, INC.
<div align="right">JAN 2016-JAN 2017</div>

"COO" meant "not the CEO" in this short-lived, two-person startup that created new technologies for legal practices. Responsibilities included marketing, sales, onboarding, and customer support for two beta legaltech products.

DIRECTOR OF STEAM EDUCATION @ FRIENDS' CENTRAL SCHOOL
<div align="right">SEP 2010-JUNE 2016</div>

Created and led a nationally recognized program for learning-by-making in grades 6-12 with a constructionist, interdisciplinary approach. Co-designed classroom collaborations with teachers across the curriculum. Led learning workshops for students, staff, parents, alums. Redesigned community learning spaces. Designed, taught, and trained teachers in computer science courses, grades 7-12. Taught advanced Latin literature, grades 10-11 *(in 2011-2013 only)*.

CO-FOUNDER @ ANIMAT, LLC
<div align="right">OCT 2005-JUNE 2016</div>

Co-founded a passion-project-turned-small-business that kindled the love of language learning through discovery and play. Cohort of 2015 Education Design Studio startup accelerator. Managed a team of part-time employees, seasonal staff, and contractors across three revenue-generating programs for schools, teachers, and families.

Education

UNIVERSITY OF PENNSYLVANIA, M.S. Ed.
GRADUATE SCHOOL OF EDUCATION, PHILADELPHIA, PA
<div align="right">MAY 2017</div>

- Program: Learning Sciences and Technologies. Cumulative GPA: 4.0.

DICKINSON COLLEGE, B.A.
CARLISLE, PA
<div align="right">MAY 2009</div>

- Major: Classics. Minor: Computer Science. Cumulative GPA: 3.79.

Publications

Case studies from the Connected Wellbeing Impact Studio. Published by the Connected Learning Alliance, 2024.

Next Gen Public Media Toolkit for Stations. Published by the Joan Ganz Cooney Center at Sesame Workshop, 2022.

"Credentialing Computation: Empowering Teachers in Computational Thinking Through Educator Microcredentials." (Co-author) In *Professional Development for In-Service Teachers: Research and Practices in Computing Education*, 2022.

"Youth Empowerment Summer: Crisis Response and Lessons for the Future of Collective Action and Work-based Learning." (Co-author) Published by Student Success Network and Telos Learning, 2021.

"Beyond Home and School: Community-based Media and Youth Voice on Pandemic Life in the United States." (Co-author) In *Journal of Children and Media*, 2021.

"Principles at Work: Applying 'Design Justice' in Professionalized Workplaces." (Co-author) Contributions to *Collective Organizing and Social Responsibility Workshop* at Computer-Supported Collaborative Work (CSCW), 2020.

"Mapping the Political Inputs of Co-design Activities." Contributions to *Assets-based Design Workshop* at CSCW, 2020.

Computational Thinking Pathways Toolkit. Published by Digital Promise, 2020.

"Examining Teacher Perspectives on Computational Thinking in K-12 Classrooms." Research on Equity and Sustained Participation in Engineering, Computing, and Technology (RESPECT), 2020.

"Designing a Process for Inclusive Innovation: A Radical Commitment to Equity." (Co-author) Published by Digital Promise, 2019.

"Data-Informed Instruction Isn't Easy, But These Educators Are Working Toward It." Published by EdSurge, 2019.

Real World Learning Roadmap: Tools for Teachers and Administrators. Published by Digital Promise, 2019.

"Computational Thinking for a Computational World." (Co-author) Published by Digital Promise, 2017.

Maker Learning Leadership Framework. Published by Digital Promise, 2017.

"Quakers and Makers." In *Independent School*, 2017.

"Situating Makerspaces in Schools." (Co-author) In *Hybrid Pedagogy*, 2015.

Conference Presentations

"Expansive Framings of 'Capacity Building' in Computing Education: Agency, Infrastructuring, and Advocacy." American Education Research Association. Philadelphia, PA, 2024.
"Tweens, Teens, and Public Media: State of the Field in 2022." National Educational Telecommunications Association. Charlotte, NC, 2022.
"What should be included in a 21st century 'Youth Media Bill of Rights'?" Connected Learning Summit. Online, 2022.
"When Design Meets Advocacy: Tensions and Lessons for Pluriversal Designers." Pivot (Design Research Society Pluriversal SIG). Online, 2021.
"Problematizing Design Tensions in Youth Work-Based Learning Programs: Systemic and Local Threats to Supporting Interest, Identity, and Equity at Scale." Connected Learning Summit. Online, 2021.
"Navigating Multiple Power Centers in R&D for Public Education." Pivot (Design Research Society Pluriversal Design SIG). Online, 2020.
"Data, Dashboards, and the Whole Child." (Panelist) Learn Launch. Boston, MA, 2020.
"Pioneers on the Road to Interoperability." (Moderator) Ed-Fi Summit. Austin, TX, 2019.
"Computational Thinking: Learning in a Computational World." National School Board Association. San Antonio, TX, 2018.
"Computational Thinking across the Curriculum." Consortium for School Networking (CoSN). Washington, DC, 2018.
"Computer Science Education in the United States." ICT4ED International Expert Meeting. Seoul, South Korea, 2017.
"Does This Movement Have a Compass?" Maker Ed Convening. San Francisco, CA, 2017.
"Escaping the Acronym: Moving Making beyond STEAM." EduCon. Philadelphia, PA, 2016.
"Thinking and Learning in a School Makerspace." Blue School: Teaching Innovation Conference. New York City, NY, 2015.
"A Value-Driven Approach to Situating the School Makerspace." FabLearn. Stanford University, CA, 2015.
"Significant Objects." World Maker Faire. New York City, NY, 2015.
"Birds of a Feather Discussion: Making in the Humanities." (Moderator) ISTE. Philadelphia, PA, 2015.
Mentor/coach. Design, Do, Discover: Making and Learning Institute. New York, NY, 2015.
"STEAM Isn't a Big Enough Tent." Academic Learning Transformation Festival. Virginia Commonwealth University, VA, 2015.
"Practical Game Development in the K-12 Classroom." (Panelist) Grassroots Game Conference. Philadelphia, PA, 2013.

Advisory Boards & Conference Submission Review

Advisory boards: Code.org IT + CS Business Advisory Council (2018-2019), CommunityShare Key Advisor (2018-2019), "Light Lab" Makerspace Advisory Board (2016-2019), Autodesk Teacher Advisory Council (2015-2016).
Conference submission review: Pivot: Design Research Society Pluriversal Design SIG (2021), FabLearn (2019).