5432 34th St. SW
Seattle, WA 98126
610.322.9137

https://cangevine.github.io
colinangevine@gmail.com
@colinangevine

Professional Experience

CONSULTANT @ COLIN ANGEVINE, LLC
MAY 2020-PRESENT

Freelance consulting to advance equity and justice through learning, collaboration, research, design, and technology.

FELLOW @ JOAN GANZ COONEY CENTER AT SESAME WORKSHOP
SEP 2021-PRESENT

Support the public media sector to better engage tween and teen audiences through field-wide collaboration and research. Launch an RFP and funded accelerator program to catalyze innovation. Convene public media professionals via a peer learning community, and a national cohort of Youth Fellows, who influence decision-making and co-lead public events. Conduct research on the state of the public media field.

DESIGNER, RESEARCHER, FACILITATOR @ ONWARD
NOV 2020-PRESENT

Design and implement programs for philanthropic, nonprofit, and corporate partners to become more inclusive and equitable in their internal operations and external impact. Conduct organizational audits with qualitative and quantitative research methods to assess diversity, equity, and inclusion. Review assets and policies with a DEI lens. With Onward's R&D Lab, prototype innovative tools and experiences that promote equity and facilitate change.

RESEARCH FELLOW @ TELOS LEARNING
AUG 2020-MAR 2021

Contributed to the research and documentation of a tri-sector crisis response to NYC's summer youth employment program in 2020. Research activities included: designing and managing surveys, conducting interviews and focus groups, coding qualitative data, performing social network analysis. Documentation included: creating internal presentations, writing analytical memos, submissions to academic journals, and chapters of public reports.

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 over $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.
JAN 2016-JAN 2017

"COO" meant "not the CEO" in this short-lived, two-person startup that brought new technologies to legal practice. $620K seed funding from Y Combinator and ZhenFund venture capital. Responsibilities included PR, marketing, sales, onboarding, and customer support for two beta legaltech products.

DIRECTOR OF STEAM EDUCATION @ FRIENDS' CENTRAL SCHOOL
SEP 2010-JUNE 2016

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
OCT 2005-JUNE 2016

Co-founder of 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   MAY 2017

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

DICKINSON COLLEGE, B.A.

CARLISLE, PA   MAY 2009

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

Publications

"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.

"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

"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 (2021), FabLearn (2019).