Colin Angevine

Professional Experience

EDUCATOR, FACILITATOR, RESEARCHER, CONSULTANT @ COLIN ANGEVINE, LLC

TACOMA, WA   MAY 2020-PRESENT

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

PROJECT DIRECTOR, CHALLENGE COLLABORATIVES @ DIGITAL PROMISE

WASHINGTON, DC   AUGUST 2018-MAY 2020

Facilitate collaborative R&D projects that connect school district leaders around the country with researchers and developers to co-create solutions to pressing challenges in public education, with topics ranging from computational thinking to data interoperability. Manage 10+ contractors and 1 full-time employee; jointly manage funder relationships and budgets. Portfolio of projects include funding support from National Science Foundation, Chan Zuckerberg Initiative, Michael and Susan Dell Foundation, Carnegie Corporation of New York, and the Hewlett Foundation, totaling over $3.5MM.

PROGRAM MANAGER, MAKER LEARNING & COMPUTATIONAL THINKING @ DIGITAL PROMISE

PHILADELPHIA, PA   JANUARY 2017-AUGUST 2018

Create frameworks, tools, curricula, reports, etc. to support teachers and administrators making structural and pedagogical transformations in schools. Lead educators nationwide in professional learning workshops and communities of practice.

CHIEF OPERATING OFFICER @ J.EUGENE, INC.

PHILADELPHIA, PA   JANUARY 2016-JANUARY 2017

COO of a startup born out of Harvard Law School bringing new technologies to legal practice. $620K seed funding from Y Combinator and ZhenFund venture capital. Manage client-facing operations, marketing, sales, PR, customer support:

Compass (Beta)   **Paperful (Beta)**
AI quality assurance tool for transactional attorneys   Document management system for small law firms

UPPER AND MIDDLE SCHOOL FACULTY @ FRIENDS' CENTRAL SCHOOL

WYNNEWOOD, PA   SEPTEMBER 2010-JUNE 2016

Director of STEAM Education
Create and lead nationally recognized program for learning-by-making in grades 6-12 with a student-centered, interdisciplinary approach (2012-2016). Co-design formal classroom collaborations with teachers across the curriculum. Run informal workshops with students, staff, parents, alums. Convert computer labs into makerspace (2014).

Computer Science Teacher   **Latin Teacher**
Design, teach, train teachers in CS courses, grades 7-12.   Teach Latin III (2011) and Advanced Latin Literature (2012).

CO-FOUNDER @ ANIMAT, LLC

BRYN MAWR, PA   OCTOBER 2005-JUNE 2016

Co-founder of a small business dedicated to kindling the love of language learning through discovery and play. Cohort of 2015 Education Design Studio startup accelerator. Manage a team of part-time employees, seasonal staff, and contractors.

Prima Lingua ©   (2005-2016)   **LinguaZone™**   (2005-2016)
A preparatory course for the study of world languages   Customizable online teaching tools for language teachers

LinguaZone™ Language Camps   (2009-2013)   **LinguaZone™ Language Academy**   (2009-2011)
Summer enrichment camp for world languages & cultures   Enrichment program on Saturday mornings & after school

Advisory Boards

Code.org IT + CS Business Advisory Council
USA   MARCH 2018-MARCH 2019

CommunityShare Key Advisor
TUCSON, AZ   JANUARY 2018-JANUARY 2019

"Light Lab" Makerspace Advisory Board
WYNNEWOOD, PA   MAY 2016-MAY 2019

Autodesk Teacher Advisory Council
SAN FRANCISCO, CA   JULY 2015-JULY 2016

Tech & Professional Empowerment Program
PHILADELPHIA, PA   JUNE 2013-JUNE 2015

Classical Association of the Atlantic States
NEW YORK, NY   APRIL 2011-OCTOBER 2014

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.

Presentations and Publications

CONFERENCE PRESENTATIONS

"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.

PUBLICATIONS

"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.
Tools and Resources for Real World Learning. 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.