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Professional Experience

CONSULTANT @ COLIN ANGEVINE, LLC
MAY 2020-PRESENT
Freelance consulting to advance equity and justice through education, collaboration, research, design, and technology.

DESIGNER, RESEARCHER, FACILITATOR @ ONWARD
NOV 2020-PRESENT
Design and facilitate learning experiences for philanthropic, nonprofit, and corporate partners to become more inclusive and equitable in their internal operations and external impact. Conduct organizational audits with quantitative and qualitative research methods to study experiences of diversity, equity, and inclusion. Review assets and policies with DEI lens. With Onward's R&D Lab, prototype tools and experiences that promote equity and facilitate change.

RESEARCH FELLOW @ TELOS LEARNING
AUG 2020-PRESENT
Research and documentation support for a small firm focused on advancing educational justice through institutional change and collective action. Research activities include: designing and managing surveys, conducting interviews and focus groups, coding qualitative data, performing social network analysis. Documentation includes: 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
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 real world learning to data interoperability. Manage 10+ contractors and 1 FTE; jointly manage funder relationships and budgets. Funding for portfolio of projects totaling over $3.5MM.

PROGRAM MANAGER, LEARNING EXPERIENCE DESIGN @ DIGITAL PROMISE
JAN 2017-AUG 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. Areas of focus: maker-centered learning, computational thinking.

CHIEF OPERATING OFFICER @ J.EUGENE, INC.
JAN 2016-JAN 2017
"COO" means "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 encompassed all client-facing engagements, including PR, marketing, sales, onboarding, and customer support for two beta products: **Compass** (an AI quality assurance tool for attorneys) and **Paperful** (a document management system for small law firms).

DIRECTOR OF STEAM EDUCATION @ FRIENDS' CENTRAL SCHOOL
SEP 2010-JUNE 2016
Create and lead a nationally recognized program for learning-by-making in grades 6-12 with a student-centered, interdisciplinary approach. Co-design formal classroom collaborations with teachers across the curriculum. Run informal workshops with students, staff, parents, alums. Redesign community learning spaces. *(2012-2016)*
Design, teach, and train teachers in computer science courses, grades 7-12. *(2010-2016)*
Teach advanced Latin literature, grades 10-11. *(2011-2012)*

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. Manage a team of part-time employees, seasonal staff, and contractors across three revenue-generating programs: **Prima Lingua** (an introductory language course for independent schools), **LinguaZone** (a website with customizable online tools for world language teachers), and **LinguaZone Language Camps** (a summer enrichment camp for youth, ages 5-17).

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.

Advisory Boards

Code.org IT + CS Business Advisory Council	CommunityShare Key Advisor
USA MARCH 2018-MARCH 2019	TUCSON, AZ JANUARY 2018-JANUARY 2019
"Light Lab" Makerspace Advisory Board	Autodesk Teacher Advisory Council
WYNNEWOOD, PA MAY 2016-MAY 2019	SAN FRANCISCO, CA JULY 2015-JULY 2016
Tech & Professional Empowerment Program	Classical Association of the Atlantic States
PHILADELPHIA, PA JUNE 2013-JUNE 2015	NEW YORK, NY APRIL 2011-OCTOBER 2014

Publications

"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, expected 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.

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.

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.