

## EDUCATION

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- **School of the Art Institute of Chicago** Chicago, IL  
*Bachelor of Fine Arts with an emphasis in Art and Technology, New Media* Aug. 2014 – May. 2018

## EXPERIENCE

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- **BitSpace** Chicago, IL  
*Makerspace Educator, Technology Innovation Specialist for Student Programming* Mar. 2018 - Present
  - Instructed students aged 6-18 in the operation of a wide variety of tools and technologies including hand and power tools, electronics, robotics, programming, 3D printers, laser cutters, CNC milling machines, CAM/CAD software, and virtual reality game development in order to assist them in the design and execution of advanced individual projects in large group collaborative settings as well as on a one-on-one basis.
  - Assisted in the development of a hands-on, maker-focused STEAM curriculum and worked directly with schools to integrate this curriculum into their classrooms.
  - Developed and taught after-school programs in partnership with schools where students grade 2 through 8 developed skills necessary to create games using the Unity 3D engine and used a combination of hand tools and small power tools to design and construct physical projects.
  - Wrote and instructed a series of professional development sessions for Chicago teachers in order to help provide them with skills to bring an integrated maker curriculum into their classrooms.
  - Ran and executed a long-term, multi-year partnerships with a Chicago school which included creating individualized projects for each classroom, teaching these projects to their students, and providing professional development to the teachers.
  - Managed a team of BitSpace instructors and led the training of new employees.
  - Managed research into and evaluation of emerging technologies to be integrated into BitSpace offerings.
  - Created and maintained the frontend and backend architecture for the <https://bitspacechicago.com> website.
- **Department of Art and Technology (SAIC)** Chicago, IL  
*Teaching Assistant* 2017 - 2018
  - Assisted students as they learned programming for computer vision, data visualization, interactive experiences, and other projects
  - Held regular individualized meetings with students to discuss project goals as well as conceptual and technical development
  - Developed individualized lesson plans according to student interests and skills
- **School of the Art Institute of Chicago** Chicago, IL  
*Motorola Research Assistant* 2016 - 2017
  - Worked collaboratively to research and prototype various approaches to creating wearable technologies under a grant from the Motorola company

## SKILLS

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- Experience working with IoT hardware and programming using ESP32, Arduino and Raspberry Pi boards
- Experience with Linux systems administration on remote and local servers
- Experience with web development using HTML, CSS, and Javascript
- Experience writing shell scripts and using standard Unix tools (Awk, Sed, Cut, Sort, etc.)
- Experience programming in Python and C/C++
- Experience using the Git version control system
- Proficient in parametric CAD for 3D design, 3D printing, CNC milling, and laser cutting
- Proficient in Adobe Creative Suite
- Experience teaching students from elementary school to high school in both large group and one-on-one settings
- Experience working alongside teachers and school administration to develop and provide innovative STEAM curriculum for their classrooms