

DON UNDEEN

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Helping museums, communities, educational institutions and technology firms leverage natural synergies through the development of creative spaces for innovation.

Adjunct Faculty, Georgetown University

January 2018-Present

- UNXD-456: Maker Hub Course Extension (Interdisciplinary)
- CCTP-702: Creative Web Development (CCT Graduate Arts & Sciences)
- UNXD-368: Makerspaces and Justice (Interdisciplinary Bridge Course)
- CCTP-531: Design and Prototyping in a Makerspace (CCT Graduate Arts & Sciences)
- IDST-220: Making Matters (Georgetown College)

Manager of Maker Hub, Georgetown University

August 2016 - Present

Established the first makerspace at Georgetown University open to the entire Georgetown community, serving as a creative space connecting Georgetown researchers, makers and entrepreneurs from across campus with specialized equipment and a collaborative atmosphere to design, solve problems, experiment and innovate.

Functions include:

- Fostering an inclusive maker community of visitors, volunteers, and staff.
 - 40+ volunteers, 8 staff serving 4000+ visits per year
- Developing a strategic plan for long-term sustainability.
- Mentoring and facilitating student entrepreneurial projects.
- Collaborating with faculty to integrate hands-on learning into curriculum.
- Equipment selection, procurement, and maintenance.
- Event planning and promotion.
- Coordination of Maker Hub marketing and social media.
- Produced winning team for first ever Vatican Hackathon.

Founder & Senior Manager, MediaLab, Metropolitan Museum of Art

2011 - 2015

Developed the MediaLab as a space for creative experimentation, prototyping and conversation between NYC's creative technology community, the tech industry, the museum's collection and staff.

Functions include:

- Creative Direction for the MediaLab Creative Technology Internship Program, accepting 8-12 graduate students each semester to work on self-directed projects exploring unique connections between technology and the museum.
- Partnering with NYC universities to develop collaborative workshops and museum-themed challenges for graduate classes in exchange for resources, contacts and feedback for student projects. Partners include NYU ITP, Cornell Tech, Parsons The New School for Design, Pratt Institute, and Brooklyn College.
- Cultivating relationships with technology firms including Google Cultural Institute, 3D Systems, MakerBot, Clo3D, BodyLabs, Hershey's Lab, Verold Studio, Sketchfab, Mobstac, and Silk.co.
- Producing the semi-annual "MediaLab Expo," a day-long event celebrating projects by MediaLab Creative Technology Interns and other MediaLab Partners.
- Supporting and advising on technical projects and digital strategy.
- Supervising MediaLab staff, including communications, application development, and systems administration.
- Developing systems software and digital assets supporting MediaLab projects and partners.
- Developing, implementing and maintaining of all communication channels for the MediaLab.
- Selecting and procuring technologies to support current and potential MediaLab projects.

PUBLIC SPEAKING/WORKSHOPS

“Cooperating with Communities for Mutual Benefit,” **ECSITE Conference, Graz, Austria** (2016)
Science Museum Hack (Co-Host), **London Science Museum** (2017)
Design Thinking Workshop, **Birmingham Museum of Art, Birmingham, UK** (2016)
“Building a Creative Museum is Brighton,” **Creative Museum Conference (Co-Chair), Brighton, UK** (2016)
Museum Rocket, **Bucharest, Romania** (2016)
“Creating Spaces for ‘Yes’,” **Creative Museum Workshop, Lyon, France** (2017)
“Design Therapy : Solving old problems with new thinking,” **Creative Museum, Zagreb, Croatia** (2017)
“Creating Spaces for Yes in Museums,” **Interacting with Cultural Heritage in the Digital Age, Mexico City, Mexico** (2016)
“Museums in the Digital Age,” **D.C. Art Science Evening Rendezvous (DASER), Washington, D.C.** (2015)
“Museums and Makers Inspiring Each Other,” **Creative Museums Dissemination, Dublin, Ireland** (2015)
“Learning Art and Science Through 3D Scanning and Printing,” **NYCMER, New York, NY** (2014)
“3D Printing: Infinite Possibilities and New Challenges for the Art World,” **IFAR, New York, NY** (2014)
“3D and Copyright,” **New York Bar Association, New York, NY** (2014)
“Coloring the Temple,” **Artifacts: A Gathering of Innovators in Art and New Media, New York, NY** (2014)
“MediaLab at the Met,” **Creative Museums Dissemination Event, Cap Science, Bordeaux, France** (2014)
“The Value of 3D Printing to the Cultural Sector,” **3D/DC, Washington, D.C.** (2013 & 2014)
“Let’s Hack the Met,” **We Are Museums, Vilnius, Lithuania** (2013)
“Remix the Museum,” **CultureTech, Londonderry, Northern Ireland** (2013)
“Digital Humanities Unicorn,” **MCN Ignite, Montréal, Canada** (2013)
“All Art is Made By by Makers,” **MakerFaire, New York, NY** (2013) (Editor’s Choice)
“What’s the Point of a Museum MakerSpace?” **MCN Seattle, WA** (2012)
“3D Workshop at Metrix Create:Space,” **MCN Workshop, Seattle, WA** (2012)
“The Semantic Web in Practice,” **MCN Portland, OR** (2009)

LEADERSHIP

Harvard MetaLab Beautiful Data Workshop, Cambridge, MA (2014)
Getty Leadership Institute NextGen Leadership Development Program, MIT, Dedham, MA (2012)

CONSULTING

Executive Committee, Vatican Art & Technology Council (2015-Present)
Expert Consultant, Creative Museums, Erasmus+ funded project (2014-2017)
Innovation Strategist and Advisory Board Member, Hyphen Hub (2015-Present)
Visiting Researcher, Georgetown University (Jan 2016 - Present)
Technical Partner, ConservationSpace, Andrew W. Mellon Foundation Program (2009-2015)

PUBLICATIONS

“3D Printing: Infinite Possibilities and New Challenges for the Art World,” *IFAR Journal*, Vol. 15 (2014)
“All Art is Made by Makers,” *Make Magazine*, Issue 37 (2013)
Digital Underground, Author, co-author and editor for 25+ blog posts (2013-Present)

EVENTS

MediaLab Intern Expos, Metropolitan Museum of Art, New York, NY (2014-2015)
Met/Makerbot 3D Hackathon, Metropolitan Museum of Art, New York, NY (2012)
Host/MC, Hyphen Hub “Visions of the Future” performance event (2015)

EDUCATION

University of Florida, Gainesville, FL : Bachelor of Science, Computer Science