DON UNDEEN

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Creative technology development and strategy for museums, educational institutions, artists, and designers

Masters Candidate, Design and Computation Arts (MDes), Concordia University August 2021-Present
Research focus: makerspaces, speculative design, collaboration and sociability.

Technician, Digifab fabrication shop, Concordia University August 2022-Present
Consulting on design, development and fabrication of art and design projects, using 3D printers, laser cutters, CNC routers, water jets, vacuum formers, and other tools.

Temporary Faculty, Concordia University August 2022-Present

- DART-651: Convergence: Art + Neuroscience + Society

Adjunct Faculty, Georgetown University January 2018-May 2021

- SHIP-13: Remaking Your World: Guerilla 3D Printing (Interdisciplinary)
- UNXD-456: Maker Hub Course Extension (Interdisciplinary)
- CCTP-702: Creative Web Development (CCT Graduate Arts & Sciences)
- CCTP-505: Introduction to Communication, Culture, & Technology
- 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)

Founder & Manager of Maker Hub, Georgetown University, Washington, DC 2016 - 2021

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:

Founder & Senior Manager, MediaLab, Metropolitan Museum of Art, NYC 2011 - 2015

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

Creative Technology Development

- **ICanMusic (2021-Present):** Musical system for sensors and wireless IoT platforms. Max/MSP, Node, Arduino, Electronics
- **Liveness Art Market (2022-Present)**: Technical development. Bluetooth audio, BLE, 3D design and fabrication, circuit design, Raspberry Pi, Nodejs, Python
- **Vagina Chorus (2021)**: Technical direction and development. Bluetooth, Max/MSP, circuit design, Arduino, IoT, nodejs. https://altheamrao.myportfolio.com/vagina-chorus
- **The Login Log (2021-present)**: Masters thesis project. Speculative participatory design. Woodworking, circuit design, Raspberry Pi, networking, physical computing, Arduino, Python, Nodejs, PHP, thermal printers, barcode scanners, spyware, audio design, text-to-speech, e-ink screens.

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)

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)
Met Musucm: Digital Underground, Author, co-author and editor for 25+ blog posts (2013-2015)
The Creative Museum ToolKit (2017)
Makerspaces for Learning, Living & Sharing (2023)

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 2003
Currently Masters Candidate, School of Design (MDes), Concordia University August 2021-Present