

# DON UNDEEN

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Experienced leader, educator and strategist for makerspaces, innovation, and creative technology

## **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-May 2023

- 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.

## **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. Delivered 2-3 public shows per year showcasing cutting edge technology impacting the museum and creative communities.

## **Creative Technology Development**

- **ICanMusic (2021-Present):** Musical system for sensors and wireless IoT platforms. Max/MSP, Node, Arduino, electronics, digital fabrication, participatory workshop design
- **Liveness Art Market (2022-Present):** Technical development. Bluetooth audio, BLE, 3D design and fabrication, circuit design, Raspberry Pi, Nodejs, Python
- **The Login Log (2021-2023):** 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 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)  
Leadership Strategies: Effective Facilitator Workshop, Washington DC (2021)

## **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**

Makerspaces for Learning, Living & Sharing (2023)  
The Creative Museum ToolKit (2017)  
“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)

## **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**

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| University of Florida, Gainesville, FL : Bachelor of Science, Computer Science | 2003 |
| Concordia University, Montreal Quebec, Master of Design (MDes)                 | 2023 |