

**EDUCATION**

August 2021 May 2023	<b>University of California, Berkeley</b> School of Education MA in Education – Learning Sciences and Human Development Embodied Design Research Laboratory, Advisor: Dor Abrahamson Graduate Certificate in New Media from the Berkeley Center for New Media
January – June 2016	<b>KTH Royal Institute of Technology</b> Stockholm, Sweden International Exchange Program, Machine Learning specialization
September 2012 June 2016	<b>California Polytechnic State University</b> San Luis Obispo, California BS in Computer Science, <i>Magna cum laude</i>

**WORK EXPERIENCE**

October 2020 Current	<b>Fullsend Solutions</b> Senior Fullstack Software Developer <i>Full-service software consulting firm</i> — Lead architect and engineer for multiple consumer web apps in the 3D, mobile, Web3, and generative AI spaces — Creative ownership of 3D and generative art direction and web implementation, integrating ThreeJS, React-Three-Fiber, MediaPipe, OpenCV, Hydra.xyz.js, and P5.js for rich, performant audio-reactive interactivity — Executed launch of highly public NFT drop in collaboration with Black Mirror that sold over 100,000 mints within 24 hours — Led engineering of green-field mobile social network app, taking product to over 10,000 DAUs across 20 colleges within four months of kick-off — Empathetic cross-functional consulting with client stakeholders to rapidly inform and implement product direction, significantly advancing project timelines by delivering major product releases ahead of schedule — Technologies used: Typescript, React, React Native, Next.js, Nest.js, D3.js, Three.js, React-Three-Fiber, Firebase, AWS, Lambda, Cloudfront, CircleCI, Linear, Jira
February 2023 Current	<b>AIMS Education Foundation</b> Research Fellow <i>Non-profit supporting playful, creative, socially-informed approaches to STEM teaching and learning</i> — Pioneering the design and implementation of educational installations focusing on STEM learning for intergenerational audiences in community spaces — Utilizing design-based research in multimodal learning strategies to create installations that promoted social-emotional learning and cooperative play
October 2019 October 2023	<b>San Francisco Dharma Collective</b> Web Administrator <i>Student-run, decentralized and independent meditation center located in San Francisco</i> — Overhauled web presence, doubling web traffic and increasing search engine rankings by 40% — Automated 90% of event management processes with Google Events API, enhancing efficiency and streamlining community outreach — Integrated SEO practices and headless content management system to modernize and optimize online engagement, using React, Gatsby.js, and Contentful CMS. — Enabled 80% increase on donation intake via integration with Paypal and Stripe API.
August 2022 February 2023	<b>UC Berkeley</b> Graduate Student Reader, DATA144: Data Mining and Analytics — Provided personalized mentoring, feedback, and evaluation to data science students, improving their comprehension and application of data mining techniques.
October 2020 June 2023	<b>Arise High School &amp; River School</b> Creative Coding Instructor — Created and implemented a beginner coding curriculum using P5.js and Scratch, focused on psychosocial awareness and embodied pedagogy. — Fostered a supportive and creative learning environment, encouraging student engagement and innovation in coding projects.
September 2016 March 2018	<b>VMWare Tanzu Labs (formerly Pivotal Labs)</b> Fullstack Software Developer <i>Agile software development consulting firm</i>

- Anchor and lead developer in Agile XP web consulting in a variety of technologies:  
*Frontend:* Javascript ES6/ESNext, React, Redux, HTML5, CSS3, SASS  
*Backend:* Node.js, Express, Python 2/3, Flask, Ruby on Rails, Java Spring  
*Tooling:* Jasmine, Enzyme, Rspec, Capybara, Git, npm, yarn, Webpack, Babel  
*Infrastructure/DevOps:* Pivotal CloudFoundry, Microsoft Azure
- Led the refactoring and modernization of an internal IAM application using React, establishing best practices and improving code quality.
- Fully test-driven and pair-programming development in a highly client-facing Agile XP environment, leading daily standups and weekly retrospectives

June 2014

**Cormant Inc.** Fullstack Software Developer

June 2015

*Data Center and Campus Infrastructure Management*

- Responsible for developing a real-time monitoring and alerting system for data center components distributed around the world

## VOLUNTEER

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October 2023

**Hospice By the Bay**

*Current*

- Hospice care volunteer providing one-on-one comfort, support and compassionate presence for patients in hospice and their network of caregivers

November 2018

**Conscious Impact**

May 2019

- Yoga, breathwork, and meditation instructor for international volunteer community

## TRAININGS

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- 7-month Social Meditation Facilitator's Training I and II with Vincent Horn
- 10-week Responsive Dharma Training with Vincent Horn
- Cultivating Emotional Balance intensive with Eve Ekman
- Micro-phenomenology Interview and Analysis Training with Claire Petitmengin
- 5-month Mahayana and Vajrayana Living Dharma work-study at Tara Mandala Retreat Center, CO
- 200 Hour Yoga Teacher's Training with Shiva Yoga Sadhana Kendra Ashram in Kathmandu, Nepal

## RESEARCH INTERESTS

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I am interested in contemplative learning and interactive story-telling at scale in the digital age, and how to support students in multimodal, embodied participation through novel educational and technical approaches using tangible new media. Research areas include: social-emotional learning, contemplative learning, embodied cognition, enactivism, new media, (micro-)phenomenology, dynamical systems, digital learning environments, VR, AR, multimodal learning analytics, adaptive systems, knowledge tracing, neurodiversity, sensory engagement.

## PUBLICATIONS

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Pleaner, E. (2023, June). How are you feeling?: Towards an embodied contemplative pedagogy for mathematics learning. [Master's Thesis], Graduate Division of University of California, Berkeley, School of Education.

Pleaner, E. (2022, April 8). Conversations with Clay: Experiencing Acceleration Through Tactile Modeling [Poster Abstract]. 2022 Graduate School of Education Research Day, Berkeley, CA, United States. <https://tinyurl.com/eli-research-day>

Engström, F., & Pleaner, E. (2016). Learning Methods for Improving News Retrieval Systems (Dissertation). Retrieved from <http://urn.kb.se/resolve?urn=urn:nbn:se:kth:diva-187492>