

# Erik Bonadonna

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in erik-bonadonna-06b98295

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## Education

2011–2015 **B.S. in Information Science**, *Cornell University*, Ithaca, NY,  
2020–2022 **M.S. in Instructional Technology**, *Touro University*, New York, NY,

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## Master's project

title *'Ethics, Technology and Society': A high school class exploring the social and ethical aspects of digital technology*  
supervisors Jesse Epstein and Payam Bina  
description Developed a class plan exploring values-in-design, algorithmic bias, AI, incorporating speculative design

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## Experience

2020–present **Lower School Special Education Technology and Engineering Teacher**, *The Quad Preparatory School*, New York, NY  
○ Instructed students in grades 1-5 in graphic design, engineering, digital citizenship and basic coding  
○ Developed technology and engineering curriculum for special education students  
○ Developed and administered an elective Trains and Transportation Club for student interest in subways and railroads  
2019–2020 **Educational Technology Specialist**, *The New American Academy Charter School*, New York, NY  
Taught students in grades K-5 and provided IT support with educational technology  
2016–2018 **Coding Instructor**, *The Coding Space*, New York, NY  
○ Taught after- and in-school coding classes and a summer camp  
○ Contributed to the WoofJS educational programming language, through testing, eliciting student feedback, and development of code  
2012–2014 **IT Assistant**, *Cornell Outdoor Education*, New York, NY  
○ Helped maintain on-site server and Drupal installation  
○ Worked on interface between course database and the course catalog

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## Teaching and Research Experience

2012–2014 **Teaching Assistant**, *Cornell University*, Ithaca, NY

- Designing Technology for Social Impact
- Data-Driven Web Applications
- Introduction to Web Design and Programming
  - Taught a weekly laboratory section,
  - Managed course server

2013–2014 **Research Assistant**, *Cornell University Culturally Embedded Computing group*, Ithaca, NY

- Worked on technology probe projects related to sustainability, development, and values embedded in technologies, supervised by Phoebe Sengers
- Developed Re:Play technology probe with Postdoctoral Research Fellow Maria Håkansson, using Django, exploring gift economies
- Contributed to a data visualization exploring data from Icelandic fishing boats, and the relationship between fish, data and money
- Collaborated on a design workbook exploring the field work of postdoctoral researchers
- Presented a poster at Bits On Our Minds (BOOM) 2014

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## Skills

**Technical** Linux, L<sup>A</sup>T<sub>E</sub>X, Javascript, HTML, CSS, Python, d3.js, Bash

**Educational** Instructional design, Tinkercad, Makey Makey, Scratch, Executive functioning support

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## Professional Development

2024 **Computer Science and Digital Fluency in the Science Class**, *NYSCATE Educator Institute*

2024 **The Subway: Urbanism, Infrastructure, and Social Life**, *Brooklyn Institute for Social Research*

2023 **Architectural Experiments: Revolutions in Design**, *Brooklyn Institute for Social Research*