

WRITING, EDITING & PUBLISHING EXPERIENCE

WRITER, EDITOR, COMMUNITY MANAGER (CORPORATE COMMUNICATIONS)

Corporate Marketing + Brand, Red Hat; Raleigh—2018–present

Managed upstream, global open organization community • Led Open Organization corporate marketing initiative • Developed open source and open culture training and presentation materials • Organized and executed community conference activities • Edited and curated open culture articles for Opensource.com • Organized and edited community-driven *Open Organization* book series • Served as ghostwriter (articles and presentations) on issues of open source culture for CEO Jim Whitehurst, CMO Tim Yeaton, CIO Mike Kelly, CFO Eric Shander, and CPO DeLisa Alexander

WRITER, EDITOR, COMMUNITY MANAGER (OPENSOURCE.COM)

Digital Growth, Red Hat; Raleigh—2011–2018

Composed original writing on open source technology and culture for Opensource.com • Managed global volunteer writing community • Curated and published newsletter for 3,000 subscribers • Edited written materials receiving 15,000 page views per month • Published articles using Drupal CMS • Hosted monthly community meetings and Twitter chats • Managed social media account (Twitter) • Organized and edited community-driven book series

BRAND MARKETING INTERN

Brand Marketing, Red Hat; Raleigh—2011

Composed original writing on open source technology and culture for Opensource.com • Managed online community via social media • Recruited volunteer staff writers • Authored best practices for increasing website traffic using social media • Assisted with SEO initiatives

REPORTER (GENERAL ASSIGNMENT AND FEATURES)

Reading Eagle newspaper; Reading—2001–2002 & 2005

Worked as daily city/metro reporter • Published several front-page news stories • Composed lifestyle features, fitness pieces, personality profiles, entertainment (book, concert) reviews, and culture pieces • Coordinated story packages and layout/art for stories • Edited page proofs for print publication

INSTRUCTIONAL EXPERIENCE

INSTRUCTOR

Innovation & Entrepreneurship, Duke University; Durham—2017–present

Created and instructed course entitled "Foundations of an Open Source World"

INSTRUCTOR

Dept. of Communication Studies, University of North Carolina; Chapel Hill—2010–2015

Instructed courses in public speaking, media history/theory, and communication theory

Created and instructed course entitled "Introduction to Video Game Studies"

INSTRUCTOR

Dept. of Communication & Theatre, Millersville University of Pennsylvania; Millersville—2008–2010

Instructed courses in public speaking, communication theory and research, media theory, and persuasion

INSTRUCTOR

Dept. of Speech Communication & Theatre, Kutztown University; Kutztown—2007–2008

Instructed courses in public speaking

RECENT PUBLICATIONS & PRESENTATIONS

OPEN SOURCE & CULTURE

An ongoing record of publications concerning open source software, open culture, is available at *semioticrobotic.info*. Recent articles and projects for Opensource.com are available at *opensource.com/users/bbehrens*.

OPEN ORGANIZATION

The *Open Organization* book series is available at: *opensource.com/open-organization/resources/book-series*

EDUCATION

PHD, COMMUNICATION STUDIES (CERTIFICATE IN CULTURAL STUDIES)

University of North Carolina, Chapel Hill—2010-2016

M.A., COMMUNICATION

University of Maine, Orono—2005-2007

B.S., SPEECH COMMUNICATION (MINOR IN PRINT JOURNALISM)

Millersville University of Pennsylvania, Millersville—2001-2005

SKILLS

WRITING & EDITING

Compose clear, concise, engaging, and audience-focused materials in deadline situations • Excels at translating technical concepts and benefits for multiple audiences

OPEN SOURCE KNOWLEDGE & COMMUNITY PARTICIPATION

Broad working knowledge of open source industry, communities, culture, politics, and economics • Participates in community Linux user groups (both in person and on GitHub) and attends regional open source events • Experience leading open source communities

INSTRUCTIONAL & ORGANIZATIONAL

Architect informative and persuasive presentations with compelling messages and effective structures • Enjoys research-oriented approach to projects • Enjoys collaborating on messaging challenges

COMPUTER SOFTWARE & COMPETENCIES

High degree of proficiency with Linux-based operating environments (preferred) • Can hand-code W3C standards-compliant websites in HTML and CSS • Proficiency with desktop publishing for print-ready books and manuscripts