

# DanbeeKim

Vigilante Intergalactic Roustabout Scholar

## contact

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www.danbeekim.org

## languages

English (fluent),  
Korean (intermediate),  
Portuguese (beginner)

## computer skills

Arduino, Bonsai, Excel,  
Github, Illustrator,  
L<sup>A</sup>T<sub>E</sub>X, Photoshop,  
Premier Pro, Python,  
SketchUp

## fabrication tools

Epilog Helix Laser  
Cutter,  
sewing machine  
(standard and  
overlocking)

## movement arts

capoeira, fire spinning,  
musical theater

## instruments

bass guitar, djembe,  
violin, vocals

## references

available upon request

## education

since 2013 **Doctor of Philosophy candidate**

Champalimaud Centre for the Unknown

*International Neuroscience Doctoral Programme*

Thesis advisor: Adam Kampff, Intelligent Systems Lab

Online open lab notebook: [www.danbeekim.org/open-lab-notebook/](http://www.danbeekim.org/open-lab-notebook/)

Research interests: open science, perceptual control theory, field neuroscience, humane experimental technique, history and philosophy of science, scientific method and engagement through performance and storytelling

2005–2009 **ScientæBacculaureus**

Massachusetts Institute of Technology

*Brain and Cognitive Sciences*

## mission

**Modern Education and Field Neuroscience**

Inspired by "Green Neuroscience"

To better feed, educate, and empower future humans by presenting and practicing traditional school curriculum – maths, biology, chemistry, geography, history, physics, and more – in the context of permaculture farming.

To develop the aims and methods of field neuroscience, which would complement laboratory neuroscience to verify the ethological validity of behaviour studies and of humane research techniques.

## experience

- since 2017 **Massive Science Consortium** massivesci.com  
*Writer*
- Oct 2017: "Does modern neuroscience really help us understand behavior?"
  - Oct 2017: "How theater, start-up culture, and business history helped us become better neuroscientists"
  - June 2018: "Why I refuse to do animal testing in my science career"
- since 2016 **Sainsbury Wellcome Centre for Neural Circuits and Behaviour** London, UK  
*Visiting Researcher, Intelligent Systems Lab*
- May 2017, Every Mind Online: collaborative open neuroscience research community dedicated to developing MMOSCs, or Massively Multiplayer Open Science Collaborations.
  - July 2017, "Surprising Minds": project co-lead and exhibit co-host for an interactive exhibit and human psychophysics experiment at the Sea Life Centre in Brighton, UK.
- since 2013 **Champalimaud Centre for the Unknown** Lisboa, Portugal  
*PhD Candidate and Researcher, Intelligent Systems Lab*
- Oct 2013, Thesis proposal: *Hunting Behavior: One (Intelligent) System versus Another.*
  - Oct 2013, Co-organizer: week-long intensive course on Embodied Cognition.
  - Jan 2014, Teaching Assistant: Intro to Techniques in Neuroscience.
  - Feb 2014–Feb 2015, "The Cuttle Shuttle": a collaboration with the Marine Biological Laboratory in Woods Hole, USA, studying hunting behaviour of cuttlefish.
- since 2010 **Appalachian Institute for Creative Learning** Mars Hill, North Carolina, USA  
*Teacher, Staff*
- create and teach summer enrichment camp classes for students aged 8–18 years.
  - past course topics include: Fermentation Fun, Neuronal Diversity, Jugger, Hip Hop.
- 07–08 2004 **MonsieurPrix.com** Summer job.  
*Development of an e-commerce product indexation spider.*

## applications

- 2012 **Who did I forget ?** whodidiforget.com  
 Guest list recommendation for Facebook events based on friends already attending the event.
- 2011 **Fellows** fellows-exp.com  
 Automatic community detection among Facebook Friends in order to validate the *cohesion* measure, creation of friend lists.
- 2008 **Happy Flu** happyflu.com  
 Experiment aimed to measure viral spreading of content across the blogosphere.

## publications

Put your publications here!