DanbeeKim

Field Neuroscientist | Teacher | Author

CONTACT

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LANGUAGES

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

COMPUTER SKILLS

Arduino, Bonsai, Excel,
Github, Illustrator,
LATEX, 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

2013-2020	**DOCTOR OF PHILOSOPHY IN NEUROSCIENCE**	Champalimaud Centre for the Unknown

International Neuroscience Doctoral Programme
Thesis title: *On the aims and methods of Field Neuroscience: Non-invasive techniques for studying nervous systems in natural settings*

2005–2009	**SCIENTÆ BACCULAUREUS**	Massachusetts Institute of Technology

Brain and Cognitive Sciences

MISSIONS

To advance the study of nervous systems in fully natural or wild settings.
To create interactive, empathic experiences that nuture a global scientific literacy.

PUBLICATIONS AND EXHIBITS

Danbee Kim, Kendra Buresch, Roger Hanlon, Adam R. Kampff. "An experimental method for evoking and characterizing dynamic color patterning of cuttlefish during prey capture". *In prep.*

Danbee Kim. *The First VIRS*. London; 2020.

Danbee Kim, Adam R. Kampff. "Neuroscience Does Design: What the Brain's Architecture Can Teach Architects". *Architectural Design*, 90.6 (2020): 94-99. DOI: 10.1002/ad.2637.

Danbee Kim. "Why I refuse to do animal testing in my science career". *Massive Science*. June 18, 2018.

Darío R. Quiñones, Gonçalo Lopes, Danbee Kim, Cédric Honnet, David Moratal, Adam Kampff. "HIVE Tracker: a tiny, low-cost, and scalable device for sub-millimetric 3D positioning". *Augmented Human*, 9 (2018). DOI: 10.1145/3174910.3174935.

Gonçalo Lopes, Danbee Kim. "How theater, start-up culture, and business history helped us become better neuroscientists". *Massive Science*. Oct 16, 2017.

Danbee Kim, Gonçalo Lopes. "Does modern neuroscience really help us understand behavior?" *Massive Science*. Oct 3, 2017.

Surprising Minds. Interactive installation and crowd human behaviour experiment. Installed 4 July 2017 at Sea Life Brighton, Brighton, UK. Danbee Kim, Kerry Perkins, Clive Ramble, Hazel Garnade, Gonçalo Lopes, Darío R. Quiñones, Reanna Campbell-Russo, Robb Barrett, Martyn Stopps, The EveryMind Team, Adam Kampff.

EXPERIENCE

since 2017	**MASSIVE SCIENCE CONSORTIUM**	massivesci.com
	Writer	
since 2010	**APPALACHIAN INSTITUTE FOR CREATIVE LEARNING**	Mars Hill, North Carolina, USA
	Teacher, Staff	
2013-2020	**CHAMPALIMAUD CENTRE FOR THE UNKNOWN**	Lisboa, Portugal
	PhD Candidate and Researcher, Intelligent Systems Lab	
2016-2019	**SAINSBURY WELLCOME CENTRE FOR NEURAL CIRCUITS AND BEHAVIOUR**	London, UK
	Visiting Researcher, Intelligent Systems Lab	

| 2005–2019 | **MIT M**USICAL **T**HEATER **G**UILD | MIT, Cambridge, Massachusetts |

Member
- Corresponding Secretary (2013–2019)
- Costume Shop Manager (2007–2009)

SHOWS**:**

9 to 5, 2016: vocal director
Spring Awakening, 2015: pit orchestra (violin and guitar)
Legally Blonde, 2014: co-choreographer
Sweeney Todd, 2014: vocal director, pit orchestra (violin)
Reefer Madness, 2012: choreographer
Urinetown, 2012: Ma Strong, ensemble
Hack, Punt, Tool, 2012: co-writer, choreographer
Children of Eden, 2011: vocal director, Snake
Assassins, 2011: Charles Guiteau, co-props
25th Annual Putnam County Spelling Bee, 2011: vocal director, pit orchestra (violin)
Jekyll and Hyde, 2011: co-director, choreographer
Evil Dead, 2010: Annie, master seamstress
Little Shop of Horrors, 2010: assistant choreographer
Side Show, 2009: choreographer
Bare, 2009: Kyra; program designer, master seamstress
The Mystery of Edwin Drood, 2009: Angela Prysock/Princess Puffer; costume designer
Wild Party, 2008: Kate
Pippin, 2007: Bertha, Manson Trio; co-costume designer
Cabaret, 2007: costume designer
Reefer Madness, 2007: Mae; props designer
Children of Eden, 2006: Eve; costume designer
Crazy For You, 2006: Everett Baker
Chicago, 2006: director
Urinetown, 2006: Hot Blades Harry
Star Wars: The Musical, 2005: Bail Organa, Lobot, ensemble

| 2011–2013 | **H**ACK, **P**UNT, **T**OOL | Cambridge, Massachusetts |

Co-writer
- Co-wrote script and contributed to music to create an original show about hacking culture and life at MIT
- Collaborated with MIT administration, teachers, and students to create a work that has a significant positive impact on the MIT community
- Produced by the MIT Musical Theater Guild during IAP 2012
- Writing and music teams recorded and mastered an original cast recording, released in Sept 2012
- Released a subtitled video recording of the MIT production on YouTube in Sept 2013

| 2011–2012 | **M**USEUM OF **S**CIENCE | Boston, Massachusetts |

Education Associate, Current Science & Technology
- developed, and performed 20-minute presentations on science and technology topics
- contacted and coordinated guest presenters
- organized logistics for Museum events

| 2009–2011 | **H**ARVARD **M**EDICAL **S**CHOOL, **B**ETH **I**SRAEL **D**EACONESS **M**EDICAL **C**ENTER | Boston, Massachusetts |

EEG Lab Technician, Research Assistant
- organized and managed EEG lab, Psychiatry Suite of BIDMC West Campus
- designed and implemented EEG protocols written in Superlab and Presentation software
- manage subject recruitment, coordination with clinical assessments, and payment

EXPERIENCE CONTINUED...

2009–2010 **ROFLCon** Boston, Massachusetts
Staff
- coordinated guest travel/lodging and event volunteers
- organized event AV logistics

2008–2009 **DEPARTMENT OF BRAIN AND COGNITIVE SCIENCES** MIT, Cambridge, Massachusetts
Undergraduate Researcher
HOW EXPECTATIONS CAN CHANGE PERCEPTION
Higher-Level Cognition Lab: Talia Konkle, Steven Piantadosi, Rebecca Saxe
- studied the effect of prior expectations on the perception of incongruent stimuli
- designed and coded experimental tasks in Matlab; analyzed data in R
OBSERVING CAUSAL LAWS BY TRACKING EYE MOVEMENTS
Early Childhood Cognition Lab: Elizabeth Bonawitz, Laura Schulz
- studied how young children learn to make predictions based on patterns
- tracked eye movements using Tobii Eyetracker software; analyzed data using Matlab
- studies were conducted at the Learning Lab at the Children's Museum of Boston

2005–2008 **FRESHMEN PRE-ORIENTATION PROGRAMS** MIT, Cambridge, Massachusetts
Film Counselor for Freshmen Arts Pre-Orientation (FAP)
- participated in FAP 2005; film counselor for FAP 2006, 2007, and 2008
- organized projects and activities for the week-long program
- co-wrote, filmed, and edited counselor introduction videos and a yearly FAP video

2006–2008 **SENIOR HAUS ANNUAL STEER ROAST** MIT, Cambridge, Massachusetts
Food Veep
- organized an outdoor feast for approximately 400 people
- worked with fellow veeps and MIT staff on event registration, logistics, funding, and safety
- coordinated shopping trips and the borrowed use of an industrial kitchen
- trained an apprentice and contributed to a Food Veep Bible

2005–2008 **TERRASCOPE** MIT, Cambridge, Massachusetts
Undergraduate Teaching Fellow, Kitchen and Snacks Coordinator
Terrascope is a year-long freshmen seminar that examines complex real-world problems, presents potential solutions to a visiting board of experts at the end of fall term, then creates a museum exhibit during spring term.
- participated as a freshman in Mission 2009: The Tsunami Threat to the Pacific
- mentored as an Undergraduate Teaching Fellow in Mission 2011: Saving the Oceans
- worked within a budget to stock and maintain the Terrascope kitchen

2007 **EDGERTON CENTER OUTREACH PROGRAM** MIT, Cambridge, Massachusetts
Teaching Assistant
- taught grade-school children topics in science and technology via hands-on classroom projects, including motorized Lego cars, rudimentary circuits, high speed photography, and basic chemistry