DanbeeKim

Vigilante Intergalactic Roustabout Scholar

contact

+1 (330) 828 6268 danbee@alum.mit.edu www.danbeekim.org

languages

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

computer skills

Arduino, Bonsai, Excel, Github, Illustrator, IATEX, 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/

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

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

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 *co-hesion* 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!