

DanbeeKim, PhD

Author | Field Neuroscientist | Teacher



www.danbeekim.org



danbee@danbeekim.org

RELEVANT EXPERIENCE

Communicating to a variety of audiences:

- Science Busker for "Wellcome Collection Friday Late Spectacular: Your Reality is Broken" (2017)
- Wrote popular science articles and co-wrote/narrated an animated web series as a Certified Science Storyteller for **Massive Science** (2017 to 2021)
- Presented for **Soapbox Science London**, building props and creating an original dance about cuttlefish research in order to engage passers-by along Thames River (2018)
- Facilitated workshops for **Into the Light**, a not-for-profit project established to provide support to survivors of sexual abuse (2018 to 2020)
- Wrote and illustrated commissioned neuroscience article in **Architectural Design** (2020)
- Write commissioned articles and resources for expert audiences in **BioTechniques** (2022 to present)
- Co-wrote and managed illustrations for commissioned article in **Vector**, the critical journal of the **British Science Fiction Association** (forthcoming, 2023)
- Contributing neuroscience writer for **The Craftivist Collective Handbook** (forthcoming, 2023)

Communicating with a wide range of stakeholders:

- Junior and senior academic researchers, administrators, health-care professionals, external funders, performance artists, expert hand crafters, architects, illustrators, publishers, journalists, activists, educators, parents, local communities, school-aged students, and vulnerable adults

Commitment to equality, diversity, and inclusion:

- Organise and teach for Neuronauts UK, a field neuroscience and robotics summer camp for **London secondary school students from underrepresented and disadvantaged backgrounds** (2022)
- Mentor and advise **minority ethnic and first generation university students at MIT** as alumni mentor for Terrascope, a learning community for first-year students to explore complex global issues, develop solutions, and present their findings to a panel of expert professionals (2020 to present)
- Serve on the **Staff Diversity**, Strategic Development, Fundraising, and Alumni Relations committees as a member of the Board of Trustees for the **Appalachian Institute for Creative Learning** (2020 to present)

Project and Programme management:

- Successfully applied for funding, recruited co-creators and multiple stakeholders (e.g. SWC, UCL, **Fitzrovia Arts Festival**, **National Centre for Circus Arts**), hired videographers, wrote impact reports, and presented live interpretations for **Dear Neuroscience**, a programme of neuroscience engagement events where researchers, artists, crafters, and parents can co-create explorations of neuroscience topics that find common ground between research perspectives and lived experiences (2018 to present)
- Recruited, hired, and project managed 16 illustrators, and liaised with editors, administrators, beta-readers, funders, and a printing company to author and self-publish an original young adult sci-fi **graphic novel that brings doctoral dissertation to non-academic audiences called The First VIRS** (2020)
- Originated, project managed, and successfully launched a collaboration with **Sea Life Brighton**. Coordinated Sea Life Brighton staff, external contractors, student interns, and research colleagues to create, install, host, and automate **Surprising Minds**, an interactive exhibit that made neuroscience accessible to visitors of all ages and in 5 different languages (2017 to 2020)

SCIENCE COMMUNICATION TRAINING AND AWARDS

Science Documentary Filmmaking Course by Blue Fire Films

3-day intensive course on science documentary film-making taught by Dr. George Chan. Included theoretical and practical training in pre-production, production, and post-production tools and skills

Sainsbury Wellcome Center Public Engagement Award

Awarded £3,000 to help pay artists illustrating **The First VIRS** (graphic novel thesis)

UCL Train & Engage Program and Fellowship

Program: Series of interactive sessions tailored to support postgraduate research students interested in developing and applying their public engagement knowledge and skills.

Fellowship: Awarded £1,000 to develop **Dear Neuroscience** event series.

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SKILLS

Pro-active | Quick learner | Work independently:

- **Self-starter and pro-active**, e.g. founding member of SWC Public Engagement Network (2016 to 2019) and founding member and secretary of SWC NC3Rs working group (2017 to 2019)
- **Able to learn quickly**, e.g. quickly learned new web development tools and skills in order to create online/remote experiences to replace in-person summer camps during COVID-19 lockdowns
- **Able to work independently**, e.g. PhD research projects and doctoral dissertation

Writing | Editing :

- **Able to write successful funding applications and impact reports**, e.g successfully applied to UCL Train and Engage fellowship and wrote impact reports when funding period ended
- **Excellent attention to detail and accuracy**, e.g. doctoral dissertation accepted on first submission with zero corrections

Interpersonal skills | Networking | Teamwork:

- **Able to identify unmet organisational needs and take on new responsibilities to address them**, e.g. general company management and website development for NeuroGEARS
- **Able to establish working relationships with people at all levels**, e.g. students, parents, funders, alumni, and fellow teachers and staff when organising and/or teaching summer camps
- **Able to understand needs and pressures of different audiences**, e.g. teaching summer camps for teens vs. facilitating workshops to provide support to adult survivors of sexual abuse

Organised | Prioritisation | Multi-tasking:

- **Able to work under pressure and meet tight deadlines**, e.g. developed and performed new live interpretations on strict 3-week cycles overlapping with other duties at Boston Museum of Science

Digital tools:

- **Microsoft Office Suite**: Word, Excel, Powerpoint
- **Social media**: Discord, Instagram, Twitter, YouTube
- **Customer Relationship Management**: Kickstarter, Patreon, Mailchimp
- **Web Development & Content Management Systems**: Github Pages, HTML, CSS, WordPress
- **Online collaboration**: Github, Google Workspace, Overleaf, Slack, Teams, Zoom
- **Adobe Creative Cloud**: Illustrator, Photoshop, Premier Pro
- **Programming languages**: Python, LaTeX, Bonsai-Rx

EDUCATION AND EMPLOYMENT

2021 to present London, UK	NeuroGEARS, Ltd Research and Outreach Scientist
2019 to present Lisbon, Portugal	Neuronautas Organiser, Teacher
2016 to 2019 London, UK	Sainsbury Wellcome Centre for Neural Circuits and Behaviour Visiting PhD Researcher
2013 to 2020 Lisbon, Portugal	Champalimaud Centre for the Unknown <i>PhD in Neuroscience, International Neuroscience Doctoral Programme</i> Thesis title: "On the aims and methods of Field Neuroscience: Non-invasive techniques for studying nervous systems in natural settings"
2011 to 2012 Boston, USA	Museum of Science Current Science & Tech Education Associate
2010 to present Mars Hill, USA	Appalachian Institute for Creative Learning Teacher, Staff, Board Member (2020 to present)
2009 to 2011 Cambridge, USA	Harvard Medical School Research Assistant, EEG Lab Manager
2005 to 2009 Cambridge, USA	Massachusetts Institute of Technology <i>BSc in Brain and Cognitive Sciences</i>