Caroline Pitt

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Education

University of Washington, Seattle WA
  Ph.D. student, Information School   September 2015 - Present
  M.Sci., Information Science GPA 3.85   June 2018

University of Maryland, College Park MD
  B.A., Anthropology, & B.Sci., Psychology,   May 2014
  Cum Laude, Cumulative GPA 3.86
  Digital Cultures and Creativity Honors Program   May 2012

Research

Research Assistant, Teens' Meaningful Technology Use   September 2021 - December 2021
  Digital Youth Lab, Information School, University of Washington, Seattle
- PI: Katie Davis (http://katiedavisresearch.com/research/)
- Planned a deployment study for an app to encourage meaningful phone use
- Collaborated with fellow researchers to iterate the application design
- Worked on a recruitment plan for teen participants for the study
- Expanded on related design work from the Teens & COVID-19 project

Graduate Research Intern, Tabletop Gaming for Social Skills   June 2021 - December 2021
  Game to Grow Project, Research Team, foundry10, Seattle
- Supervisors: Jennifer Rubin, Sam Bindman, Mike Scanlon (https://www.foundry10.com/team)
- Partnered with Game to Grow to examine how their programs develop skills and worked on a project report and proposed academic publication (https://gametogrow.org/)
- Developed research questions, methodology, coding scheme, and overall research plans for the observational component of the study
- Participated in foundry10 activities and meetings, engaging with various teams and teaching other researchers about tabletop role-playing games
- See: (https://www.foundry10.com/team/caroline-pitt), (https://medium.com/the-foundry10-voice/meet-the-intern-analyzing-ttrp-game-sessions-with-teens-b6ebe0c1a230)

Research Assistant, Technology's Role in Teen Wellbeing during COVID-19 March 2020 - September 2021
  Digital Youth Lab, Information School, University of Washington, Seattle
- PI: Katie Davis (http://katiedavisresearch.com/research/)
- Collaborated on the design of interview protocols, ecological momentary assessments, publication development, and other research activities
- Scheduled, coordinated, and conducted interviews, surveys, and design sessions with youth
- Organized, scheduled, and tracked all research activities across the project
- Worked with an international team on a tight research timeline
- Planned research activities to explore longer-term impacts

Research Assistant, Digital Badges for STEM Education   September 2015 - September 2020
  Digital Youth Lab, Information School, University of Washington, Seattle
- PI: Katie Davis (https://badges.ischool.uw.edu/) NSF Award #1452672
- Scheduled and conducted interviews with youth, their supervisors, college admissions officers, human resources professionals, and related stakeholders
- Collaborated with research team members to design interview protocols, observation protocols, surveys, and other measures for research activities, including case studies

- Created and maintained a website to provide information on all aspects of the project
- Coded stakeholder and student interview data with N'Vivo and other qualitative analysis tools
- Designed activities for and assisting with student design sessions at the science center, as well as implementing student-led designs in the badge system, both graphics and text
- Lead academic publishing and research dissemination efforts

Research Assistant, Science Everywhere   September 2015 - March 2020
Digital Youth Lab, Information School, University of Washington, Seattle
- PIs: Jason Yip (UW), Tamara Clegg (UMD), June Ahn (UCI) (https://hcil.umd.edu/science-everywhere/) NSF Award #1441523
- Managed the UW research site for an after-school science education program for middle school students that uses mobile technologies to promote science inquiry
- Developed interview protocols, activities, and data collection plans
- Collected data on the sessions via video, notes, and posts from the mobile application
- Coded data from interviews and posts in coordination with the rest of the project team using Dedoose and other qualitative analysis tools
- Coordinated with a multi-site research team, located across multiple universities
- Assisted with usability testing and set-up for the large tangible displays and troubleshooting the technologies used in the project
- Collaborated on academic publishing and research dissemination efforts

Research Assistant, Connected Learning in Libraries   March 2019 - June 2019
Digital Youth Lab, Information School, University of Washington, Seattle
- PI: Katie Davis (UW), Mega Subramaniam (UMD) (https://connectedlib.ischool.uw.edu/)
- Maintained tools and resources used by the project
- Assisted with project wrap-up activities such as data archiving
- Conducted literature reviews and assisted with academic publications

Research Assistant, KidsTeam   September 2015 - December 2016
Digital Youth Lab, Information School, University of Washington, Seattle
- PI: Jason Yip (http://bigyipper.com/) KidsTeam: (https://www.kidsteam.ischool.uw.edu/)
- Assisted with the management of an intergenerational design team to generate ideas and feedback for projects at various stages of the design process
- Employed a variety of co-design techniques to collect data as well as connect to the children participating in the program
- Developed coding schemes for reflection, video, and interview data
- Collected data from the design sessions, including reflections, notes, photos, video, and physical artifacts such as drawings and prototypes
- Conducted data analysis with the rest of the team using Dedoose
- Collaborated on academic publications and research dissemination efforts

Undergraduate Research Assistant   January 2013 - May 2014
The Laboratory for Automation Psychology and Decision Processes, University of Maryland, College Park
- PI: Kent Norman (https://psyc.umd.edu/facultyprofile/norman/kent)
- Conducted an ethnographic exploration of eight years of collected video game journal data using an open coding process
- Assisted Dr. Norman with various experimental procedures in a laboratory setting as well as survey research, focused on the psychology of video games
- Created an infographic incorporating the journal data into the larger timeline of video game technologies, presented at the Human Computer Interaction Lab (HCIL) Symposium
- Presented a panel at MAGFest 2015 to the public on the gaming habits of undergraduate students, featuring the research and graphics previously mentioned

Teaching

Pre-doctoral Lecturer (Instructor of Record)

LIS 516: Youth Development And Information Behavior In A Digital Age, Spring 2022 (current), Information School, University of Washington, Seattle
- Updating and delivering a fully asynchronous graduate-level course
- Recording asynchronous lectures for weekly modules
- Facilitating in-depth discussions of current technologies and child development
- Encouraging critical and deliberative thought surrounding youth and technology
- Engaging students in applying theoretical perspectives to their own experiences

INFO 498 D: Learning Sciences for Informatics, Information School, University of Washington, Seattle
- Created a special topics course of my own design focusing on educational technology
- Designed all assignments, rubrics, and reading lists
- Developed and presented synchronous lecture materials and in-class group activities
- Encouraged students to critique and evaluate technologies based on their experiences
- Provided substantial constructive feedback on academic writing (writing credit course)
- Facilitated students' independent project interests within the course context

INFO 360: Design Methods, Spring 2021, Information School, University of Washington, Seattle
- Working with the complex needs of a remote course that involves studio work
- Designing and building out the course Canvas site, activities, and other materials
- Developing and presenting synchronous lecture materials as well as recording them
- Creating opportunities for 40 undergraduate students to discuss and engage in design
- Providing substantial constructive feedback on design work alongside the teaching assistant
- Bringing together theoretical underpinnings and practical knowledge in coursework

LIS 547: Design Methods for Librarianship, Winter 2021, Information School, University of Washington, Seattle
- Worked with other section instructors for 547 to develop a syllabus that supported the MLIS program goals as well as the goals of the course
- Designed and built out the course Canvas site to meet the needs of the course
- Developed and presented asynchronous lecture materials for approximately 40 MLIS students
- Held regular office hours and other synchronous activities to supplement the class
- Provided substantial constructive feedback on design work alongside the reader/grader
- Engaged MLIS students in discussions about the theoretical and practical applications of design

Graduate Teaching Assistant

INFO 360: Design Methods, Autumn 2020, Information School, University of Washington, Seattle
- Instructor: Jaime Snyder (http://www.jaimesnyder.com/)
- Lectured as needed, particularly at the beginning of the quarter
- Held regular office hours to explain concepts and provide extra feedback on assignments
- Coordinated with the instructor to grade and provide significant feedback on written work, as the course counted for writing credit
- Learned the course structure and goals in preparation for future teaching

INFO 102: Gender and Information Technology, Spring 2019, Information School, University of Washington, Seattle
- Instructor: Anna Lauren Hoffman (https://www.annaeveryday.com/)
- Led two discussion sessions weekly
- Designed activities for discussion sections
- Worked with a reader-grader
- Held office hours and assisted with lecture as needed

Teaching Practica

INFO 498C: Games and Information, Autumn 2019, Information School, University of Washington,

Seattle
- Instructor: Travis Windleharth
- Designed readings, lectures, and activities for Gamer Information Communities and Games and Culture sections, taught these elements of the course

INFO 470 (now 300): Research Methods, Autumn 2017, Information School, University of Washington, Seattle
- Instructor: Katie Davis
- Designed new discussion section activities
- Worked with teaching assistants to implement new activities
- Lectured on qualitative coding methods

Undergraduate Teaching Assistant
PSYC 445: Psychology of Video Games and Entertainment, Fall 2013, Department of Psychology, University of Maryland, College Park
- Instructor: Kent Norman
- Assisted with verifying assignment completion, guest lectures, and answering student queries

Publications

Pitt, C., Bell, A., Boyd, B.S., Demmel, N., & Davis, K. (2021). Connected learning, collapsed contexts: Examining teens' sociotechnical ecosystems through the lens of digital badges. *In CHI Conference on Human Factors in Computing Systems (CHI '21), May 08– 13, 2021, Yokohama, Japan.* ACM, New York, NY, USA, 14 pages. https://doi.org/10.1145/3411764.3445635

Pitt, C., Hock, A., Zelnick, L., & Davis, K. (2021). The kids are / not / sort of all right: Technology's complex role in teen wellbeing during COVID-19. *In CHI Conference on Human Factors in Computing Systems (CHI '21), May 08–13, 2021, Yokohama, Japan.* ACM, New York, NY, USA, 14 pages. https://doi.org/10.1145/3411764.3445541

Subramaniam, M., Hoffman, K. M., Davis, K., & **Pitt, C**. (2021). Designing a connected learning toolkit for public library staff serving youth through the design-based implementation research method. *Library & Information Science Research, 43* (1). https://doi.org/10.1016/j.lisr.2021.101074

Logler, N., **Pitt, C.**, Gao, X., Hishikawa, A. M., Yip, J., & Friedman, B. (2020). "I Feel Like This is a Bad Thing": Investigating Disassembly in Action for Novices. *Proceedings of the 2020 CHI Conference on Human Factors in Computing Systems (CHI '20)*, 1–14. https://doi.org/10.1145/3313831.3376337

Mills, K., Bonsignore, E., Clegg, T., Yip, J., Ahn, J., Pauw, D., & **Pitt, C.** (2019). Social Media in the Science Classroom: Bridging Funds of Knowledge to Scientific Concepts. *In Lund, K., Niccolai, G. P., Lavoué, E., Gweon, C. H., & Baker, M. (Eds.), A Wide Lens: Combining Embodied, Enactive, Extended, and Embedded Learning in Collaborative Settings*, 13th International Conference on Computer Supported Collaborative Learning (CSCL) 2019, Volume 2 (pp. 605-607). Lyon, France: International Society of the Learning Sciences.

Mills, K., Bonsignore, E., Clegg, T., Ahn, J., Yip, J., Pauw, D., Cabrera, L., Hernly, K., & **Pitt, C.** (2019). Connecting children's scientific funds of knowledge shared on social media to science concepts. *International Journal of Child-Computer Interaction, 21*, 54–64. https://doi.org/10.1016/j.ijcci.2019.04.003

Pitt, C., Bell, A., Onofre, E., & Davis, K. (2019). A Badge, Not a Barrier: Designing for–and Throughout–Digital Badge Implementation. *CHI Conference on Human Factors in Computing Systems Proceedings (CHI '19),* 14. (https://www.youtube.com/watch?v=HxMSkH5ZpZI) https://doi.org/10.1145/3290605.3300920

Pitt, C., Bell, A., Strickman, R. and Davis, K. (2019). Supporting learners' STEM-oriented career pathways with digital badges. *Information and Learning Sciences, 120*(1/2), 87-107. https://doi.org/10.1108/ILS-06-2018-0050

Ahn, J., Clegg, T., Yip, J., Bonsignore, E., Pauw, D., Cabrera, L., Hernly, K., **Pitt, C.**, Mills, K., Salazar, A., Griffing, D., Rick, J., & Marr, R. (2018). Science Everywhere: Designing Public, Tangible Displays to Connect Youth Learning Across Settings. *Proceedings of the 2018 CHI Conference on Human Factors in Computing Systems (CHI '18)*, 278:1–278:12. https://doi.org/10.1145/3173574.3173852

Banerjee, R., Liu, L., Sobel, K., **Pitt, C.**, Lee, K. J., Wang, M., Chen, S., Davison, L., Yip, J. C., Ko, A. J., & Popovic, Z. (2018). Empowering Families Facing English Literacy Challenges to Jointly Engage in Computer Programming. *Proceedings of the 2018 CHI Conference on Human Factors in Computing Systems (CHI '18)*, 622:1–622:13. https://doi.org/10.1145/3173574.3174196
Honorable Mention Best Paper (Top 5% of 2,500 Submissions)

Cabrera, L., Ahn, J., Yip, J., Clegg, T., Hernly, K., Bonsignore, E., **Pitt, C.**, & Pauw, D. (2018). Exploring practices on the move: Facilitating learning across a neighborhood. *Proceedings of the Thirteenth International Conference of the Learning Sciences – ICLS 2018.* London, UK: International Society of the Learning Sciences.
Honorable Mention for Best Student Paper Award

Davis, K., **Pitt, C.**, Bell, A., & Kim, A. (2018). Using digital badges to promote student agency and identity in science learning. *In proceedings of the Connected Learning Summit (CLS '18)*. Presented at the Connected Learning Summit.

Pitt, C., & Davis, K. (2017). Designing Together?: Group Dynamics in Participatory Digital Badge Design with Teens. *In Proceedings of the 2017 Conference on Interaction Design and Children (IDC '17) (pp. 322–327).* New York, NY, USA: ACM. https://doi.org/10.1145/3078072.3079716

Yip, J. C., Sobel, K., **Pitt, C.**, Lee, K. J., Chen, S., Nasu, K., & Pina, L. R. (2017). Examining Adult-Child Interactions in Intergenerational Participatory Design. *In Proceedings on the 2017 CHI Conference on Human Factors in Computing Systems (CHI '17).* https://doi.org/http://dx.doi.org/10.1145/3025453.3025787
Honorable Mention Best Paper (Top 5% of 2,400 Submissions)

Yip, J. C., Arnold, L., Gallo, A., Lee, K. J., **Pitt, C.**, Sobel, K., & Chen, S. (2016). How to Survive Creating an Intergenerational Co-design Group [invited article]. *Interactions*, *23*(4), 65–67. https://doi.org/10.1145/2933395

Presentations

Refereed Presentations, Posters, Panels, Workshops, and Symposia

McDonald, C., St-Cyr, O., Gray, C. M., Potter, L. E., Lallemand, C., Vasilchenko, A., Sin, J., Carter, A., **Pitt, C.**, & Sari, E. (2022, May). EduCHI 2022-4th Annual Symposium on HCI Education. Proceedings of the CHI 2022 Conference on Human Factors in Computing Systems.

Pitt, C. (2021, June). Design justice and concluding community projects. *In Roldan, W., Badillo-Urquiola, K., Sobel, K., Lee, K. J., J. Wisniewski, P., Ahn, J., Clegg, T., & Yip, J. (Organizers), Justice-Centered Design Engagements with Children and Teens: What's at Stake, the Actions we Take, and the Commitments we Make.* Workshop conducted at IDC'21, 666–669. https://doi.org/10.1145/3459990.3460515

Bell, A., **Pitt, C.**, Hock, A., & Davis K. (2020, April*). Digital badges and soft skill development: Teen self-assessment beyond STEM fields. *In D. B. Chin (Chair), Transfer for Learning Outside the Classroom: Informal Contexts to Examine STEM Learning Skills & Strategies*. Paper symposium, annual meeting of the American Educational Research Association (AERA), San Francisco, CA.

Davis, K., Bell, A., **Pitt, C.**, & Hock, A. (2020, April*). So you've earned a badge, now what? Supporting students' digital badge literacy. *In D.T. Hickey (Chair), From badges to bridges: How digital micro-credentials support collaboration, partnership, and learning across contexts.* Paper symposium, annual meeting of the American Educational Research Association (AERA), San Francisco, CA.

Conmy, T., Davis, A., **Pitt, C.**, Bush, J., DeArmas, M. (2019, August 2). *Tabletop Roleplaying Games and Learning.* Panel presentation at GenCon 2019. Indianapolis, IN. (https://gametogrow.org/2019/08/08/gencon-was-a-huge-success/)

Mills, K., Bonsignore, E., Pauw, D., **Pitt, C.**, Cabrera L., Hernly, K., Jeong, H., Yip, J., Ahn, J. & Clegg, T. (2019, April). Eliciting Scientific Funds of Knowledge Through Social Media Sharing in Formal Learning Environments. *In Advanced Technologies for Learning.* Paper session, annual meeting of the American Education Research Association (AERA). Toronto, Ontario, Canada.

Pauw, D., Cabrera, L., Hernly, K., Jeong, H., Mills, K., **Pitt, C.,** Ahn, J., Bonsignore, E. & Clegg, T. (2019, April) Collaborative Joy Building With Digital Stickers. *In D. Scipio and D. Keifert (Chairs), Pedagogies of Joy :) Joy as Resistance at the Intersection of STEM Learning Pathways.* Structured poster session, annual meeting of the American Education Research Association (AERA). Toronto, Ontario, Canada.

Yip, J. & **Pitt, C.** (2019, April). Why does a joyful process of co-design matter for children's technology design? *In D. Scipio and D. Keifert (Chairs), Pedagogies of Joy :) Joy as Resistance at the Intersection of STEM Learning Pathways.* Structured poster session, annual meeting of the American Education Research Association (AERA). Toronto, Ontario, Canada.

Ahn, J., Clegg, T.L., Yip, J.C., Bonsignore, E., Cabrera, L., Mills, K., & **Pitt, C.** (2018, April) Designing interactive public displays for neighborhood scientizing. *In S. Akkerman (Chair), Interests on the Move: Cultivating Interest Across Contexts*. Paper symposium, annual meeting of the American Education Research Association (AERA)*.* New York City, NY.

Pitt, C., Bell, A., & Davis, K. (2018, April). Empowering youth co-designers to promote student adoption of a digital badge system. In G. Tierney (Chair), *Youth co-design: The possibilities, affordances, and challenges of including youth in educational design.* Paper symposium, annual meeting of the American Educational Research Association (AERA), New York, NY.

Yip, J., Clegg, T., Ahn, J., Bonsignore, E., Cabrera, L., Mills, K., Pauw, D., **Pitt, C.** & Beck, A. (2018, April) Family Science Night. *In T. Vea, Expanding Participation in Science and Technology Learning Through Novel Designs for Family Science Nights.* Paper symposium, annual meeting of the American Educational Research Association (AERA), New York, NY.

Norman, K. L., **Pitt, C.**, Widlus, B. (2015, January). *What People Play and When: An Analysis of Video Game Journals.* Panel presentation at the Music and Gaming Festival (MAGFest 13), (https://www.youtube.com/watch?v=2XZn1xYQFiA), National Harbor, Maryland.

Research Fairs

Pitt, C., Bell, A., Boyd, B., Davis, K. (2020, March*). *Digital Badges for STEM Education: Case studies of youth digital badge use in sociotechnical context.* Poster presented at the annual University of Washington Information School Research Fair, Seattle, WA.

Pitt, C., Yip, J., Ahn, J., Clegg, T., Bonsignore, E., & Pauw, D. (2020, March*). *Science Everywhere: Reflections on the process of wrapping up a research-practice partnership.* Poster presented at the annual University of Washington Information School Research Fair, Seattle, WA.

Pitt, C., Bell, A., Onofre, E., Hock, A. & Davis, K. (2019, March). *Digital Badges for STEM Education: From design to implementation... and back again.* Poster presented at the annual University of Washington Information School Research Fair, Seattle, WA.

Yip, J., **Pitt, C.**, Griffing, D., Pauw, D., & Jeong, H. (2019, March). *Community Learning at Family Science Nights.* Poster presented at the annual University of Washington Information School Research Fair, Seattle, WA.

Pitt, C., Bell, A., Gawronski, J., Davis, K. (2018, March). *Digital Badges for STEM Education.* Poster presented at the annual University of Washington Information School Research Fair, Seattle, WA.

Ahn, J., Clegg, T., Yip, J., Bonsignore, E., Pauw, D., Cabrera, L., Hernly, K., **Pitt, C.**, Mills, K., Salazar, A., Griffing, D., Rick, J., & Marr, R. (2018, March). *Science Everywhere: Designing public, tangible displays to connect youth learning across settings.* Poster presented at the annual University of Washington Information School Research Fair, Seattle, WA.

Banerjee, R., Liu, L., Sobel, K., **Pitt, C.,** Lee, K.J., Wang, M., Chen, S., Davison, L., Yip, J., Ko, A., & Popovič, Z. (2018, March). *Empowering families facing English literacy challenges to jointly engage in computer programming.* Poster presented at the annual University of Washington Information School Research Fair, Seattle, WA.

Pitt, C., Bell, A., Kim, A. & Davis, K. (2017, March). *Digital Badges for STEM Education.* Poster presented at the annual University of Washington Information School Research Fair, Seattle, WA.

Pitt, C., Yip, J.C., Griffing, D., Salazar, A. & Vazquez Lua, M.C. (2017, March). *Science Everywhere.* Poster presented at the annual University of Washington Information School Research Fair, Seattle, WA.

Yip, J. C., Sobel, K., **Pitt, C.,** Lee, K. J., Chen, S., Nasu, K., & Pina, L. R. (2017, March). *KidsTeam UW – Examining Adult-Child Interactions in Intergenerational Participatory Design.* Poster presented at the annual University of Washington Information School Research Fair, Seattle, WA.

Norman, K. L., **Pitt, C.**, Widlus, B. (2014, May). *Analysis of Video Game Journals*. Poster presented at the annual Human-Computer Interaction Lab Symposium, College Park, Maryland.

* *Not presented due to COVID-19*

Service

Service to the University of Washington Information School
 Treasurer, Doctoral Students Association (2019-2020)
 Student representative on admissions interviews (2021)

Student Volunteering at Conferences
 CHI - Conference on Human Factors in Computing Systems (2016, 2017, 2018, 2019, 2020*, 2021, 2022)
 IDC - Interaction Design and Children (2017, 2021)
 * Accepted to Student Volunteer program, conference canceled due to COVID-19

Ad-hoc Journal Reviews
 Computers & Education [1]
 Information and Learning Sciences [1]
 International Journal of Human-Computer Studies [1]

Ad-hoc Conference Reviews
 AERA - American Educational Research Association (2019 [2])
 CHI - Conference on Human Factors in Computing Systems (2019* [5], 2020 [4], 2021* [4], 2022 [2])
 CSCL - Computer-Supported Collaborative Learning (2019 [2])
 CSCW - Computer-Supported Collaborative Work (2020 [1], 2021 [2])
 CLS - Connected Learning Summit (2019 [3], 2022 [1])

DIS - Designing Interactive Systems (2021 [1])
IDC - Interaction Design and Children (2018 [1], 2019 [3], 2022 - Work In Progress Committee [5])

* Special Recognition for Outstanding Review

Academic Honors

Honorable Mention for Best Student Paper Award, ICLS 2018
Honorable Mention (Top 5% of papers), CHI 2018
Honorable Mention (Top 5% of papers), CHI 2017
University of Washington Graduate School Fund for Excellence and Innovation Top Scholar Award
Fellow 2015

Employment and Internships

Video Editing Contractor   June 2014 - September 2015
Office of Education and Outreach, National Museum of Natural History, Smithsonian Institution, Washington DC
- Edited, transcribed, and captioned more than thirty Senate of Scientists Lightning Talks videos
- Documented iTunes U statistics for the museum and curated the museum iTunes U collections
- Color corrected, edited, and prepared episodes of two seasons of the Smithsonian Science How webcasts to air on Fairfax Network
- Assisted with production of live Smithsonian Science How broadcasts, including setup, strike, and media management, credited as Media Manager on broadcasts
- Assisted with video production for educational activities for the Q?rius education center website

Test Accessioning Contractor   May 2014 - January 2015
PsycTESTS, American Psychological Association, Washington DC
- Read, analyzed, selected, and documented new test developments and added measures to the PsycTESTS database

Student Assistant in Non-Print Media   January 2011 - May 2014
Library Media Collections, Hornbake Library, University of Maryland, College Park
- Maintained, organized, and rehoused 16mm film collections - more than 2000 items
- Updated and maintained records of film, including adding recently donated collections to the database and conducting acetate film base degradation testing
- Assisted with special events and exhibitions such as Maryland Day and workshops
- Learned to use film viewing equipment as well as FilemakerPro basics

Video Podcasting Intern   June 2013 - August 2013
Office of Education and Outreach, National Museum of Natural History, Smithsonian Institution, Washington DC
- Edited and developed materials for interactive exhibits in the new Q?rius education space at NMNH using Adobe Premiere and Photoshop
- Edited, transcribed, and captioned more than twenty Senate of Scientists Lightning Talks videos to be uploaded to iTunes U
- Created new graphics for the NMNH iTunes U pages for updated graphics standards

New Media and Web Intern   June 2012 - August 2012
National Anthropological Archives, Smithsonian Institution, Suitland MD
- Re-formatted, updated, and wrote HTML for more than 200 pages of the NAA website in preparation for migration to new Adobe Dreamweaver templates
- Planned content migration for the NAA website

New Media and Video Podcasting Intern   June 2011 - August 2011

Office of Education and Outreach, National Museum of Natural History, Smithsonian Institution, Washington DC

- Helped create a distinct look and feel for the NMNH iTunes U site, including graphics
- Assisted in creation of video packages from start to finish: creating shooting plans, setting up lighting and audio, syncing audio in post-production, and editing the videos in Final Cut Pro
- Exported videos in a variety of formats and sizes, working extensively with Compressor to adjust the file size for iTunes U and Kaltura

Volunteer Experience

Convention Volunteer/Booth Staff   September 2015 - Present
Geek Girl Con, Orca Con, Gen Con, Pod Con, PAX West, Emerald City Comic Con

- Booth staff for Wyrmwood Gaming at PAX West
- Booth staff and tabling volunteer for Green Ronin Publishing (various)
- Convention volunteer for Orca Con and Pod Con
- Tabling volunteer for Orca Con, the Information School, and Seattle Quidditch (various)
- Helping convention attendees and sharing information about organizations/companies

Assistant Editor and Post-Production Coordinator   June 2009 - June 2014
Silverdocs (now AFIDocs) Documentary Film Festival, Silver Spring MD

- Organized, labeled, documented, and created a file system for all of the festival footage to ensure easy retrieval and storage
- Worked with other technical staff to streamline production process and create daily video packages to be posted online as well as shown at the festival, as well as interview segments

Undergraduate Academic Honors

National Merit Scholarship (2010 - 2014)
University of Maryland Presidential Scholarship (2010 - 2014)
University of Maryland Distinguished Dean's List (3 semesters)
University of Maryland Dean's List (5 semesters)
Member, Psi Chi, The International Honor Society in Psychology
Member, The Phi Beta Kappa Society, Gamma of Maryland
Member, The Honor Society of Phi Kappa Phi
Member, Golden Key International Honour Society

Undergraduate Service

Vice President, Student Council, Digital Cultures and Creativity Honors Program (2010 - 2012)

Skills

Videography and Technical

- Over a decade of experience in video production, particularly post production
- Proficiency with Final Cut Pro, Adobe Premiere, and Adobe Encoder
- Experience with Adobe Photoshop, Adobe Illustrator, and Adobe SpeedGrade
- Experience with MacCaption captioning software and captioning file formats
- Experience with HTML, CSS, and WordPress, familiarity with Java and JavaScript
- Experience with Dedoose, N'vivo, and qualitative coding processes
- Experience with Qualtrics, Google Forms, and other survey tools
- Familiarity with Google Drive, Microsoft Office, and FileMaker Pro
- Familiarity with both Macintosh and Windows systems
- Proficiency with a variety of social media platforms

Communications and Research

- Proficiency in a wide variety of writing styles: extensive use of both APA and MLA formatting and citations, experience with formats from tweets to academic papers
- Proficiency in Spanish language, with a top score of 5 on both the Spanish Language and Spanish Literature Advanced Placement exams
- Proficiency in database and catalog research with both traditional and digital media, as well as citation management tools such as Zotero
- Familiarity with quantitative and qualitative research and analysis methods in psychology, anthropology, and information science, including interviews, case studies, participant observation, qualitative coding, surveys, and controlled experiments
- Familiarity with a variety of artistic media, both digital and traditional, and ability to use them to create fliers, posters, and instructional guides