

Experience

Fulbright Scholar, Sand Pedro Sula, Honduras, 2013-2014

- Conducted intensive field research in conflict zones in urban Honduras for a year using participant observation, focus groups, in-depth interviews, and participatory research methodologies to better understand how young people navigated violence and institutional resources for youth empowerment

Princeton in Latin America Fellow, Honduras & US, 2014-2015

- Built program models, curriculum, and participatory photo methodology for a youth network focused on reimagining emerging media's relationship to community development and violence
- Led technical media trainings, community conversations, and a street art campaign for peace with a group of young Honduran leaders in a community with high indices of gang violence

Researcher, IDDS Hogares Sostenibles, Sololá, Guatemala, 2017

- Worked on a team of engineers, designers, and researchers to enhance community wellbeing through the design of low-cost technologies for improved sanitation
- Conducted interviews and led co-design workshops to investigate sanitation problems in the community of Santa Catarina Palopó

Lead Instructor, Genesis STEAM, Los Angeles, CA, 2016-2021

- Created curriculum and training resources for teachers and non-profits to implement unique constructivist learning experiences to teach rapid prototyping and computational thinking through story and art
- Established a cutting-edge virtual reality training program with architects, educators, museum staff, and software developers for teaching 360 filmmaking, Web VR development, and virtual placemaking at the Smithsonian and Wende Museum of the Cold War

Teaching Fellow Episcopal School of Los Angeles, 2015-2016

- Prepared and taught Art, English, Research Methods, and Technology classes for middle and high schoolers
- Planned and received funding to develop a Media Lab and student social venture incubator

SKILLS	PRESENTATIONS
Language: Spanish, <i>high proficiency</i>	"STEM Pop-Up Lab" (2016) Talks at Google
Research: Qualitative methods, contextual inquiry, personas, design requirements analysis, usability testing, <i>high proficiency</i>	"Community Action Media Process, Youth Perspectives, and Nonviolence in Urban Honduras" (2015) Community Development Society Conference
Design: Brainstorming, concept sketching, rapid prototyping, storyboarding, <i>high proficiency</i>	"BLK SHP: Finding America's True North" (2015) Citizen University: Civic Collaboratory
Virtual: HTML, CSS, Javascript, AWS, web design, virtual environment design, <i>intermediate proficiency</i>	"Hip Hop, Violence Prevention, and 'Guerilla' Community Development" (2014) USAID Strategic Development Committee