

approach

My teaching philosophy involves tracing the same phenomena across different contexts. For example, demonstrating to students that creating a cube by folding a sheet of paper is no more involved than creating a cube in code. By switching contexts to something familiar, I give students an intuitive understanding of technical concepts. In doing so, the students gain autonomy to embrace technical projects on their own.

summary

As a student at the Harvard Graduate School of Design, I assisted with teaching [Digital Media](#) and [How to Make Almost Anything](#). Due to the cross-disciplinary nature of the two courses my contribution went beyond lesson planning and grading student assignments. I've also debugged code, troubleshooted circuits, demoed digital fabrication workflows and facilitated traditional craft sessions.

Teaching was a big part of my practice outside the classroom as well. While at Harvard, I ran Processing workshops and presided over Code Without Frontiers – a collective providing students with technical help. After graduation, I taught the art of printed circuit boards to youth at the [Bronx Innovation Factory](#).

Most recently, I went fully digital when building Experimental Javascript — an online creative coding course at the New School. Working closely with a curriculum designer, I produced detailed class plans, assignments, demos, and lectures optimized to meet pedagogical best practices for teaching online. The course covered fundamentals of leading creative web technologies such as: kinetic typography, 3D modeling, signal visualization, custom shaders, and WebAR.

interests

I have a broad set of interests and enjoy teaching subjects where I can apply my design and technology expertise to new areas. I'd love to develop a multimedia course that incorporates these competencies with the purpose of social good. Below is a sampling of well-suited courses:

Experimental Javascript	Computer Aided Computational Design
Digital Media	Creative Coding
Interaction Design	eTextiles
Design Systems	Physical Computing
Digital Asset Creation (2D and 3D)	Algorithmic art