

DanbeeKim, PhD



RELEVANT EXPERIENCE

Managing events, projects, and programmes:

- Defined the structure and scientific content of **NeuroGEARS** research and outreach activities. Delivered in collaboration with partnerships (e.g. **Bartlett School of Architecture**, **Body Intelligence Collective**, **De Vinci Innovation Center**) that establish NeuroGEARS as an interdisciplinary hub (2021 to present)
- Successfully applied for funding, recruited co-creators and multiple stakeholders (e.g. SWC, UCL, **Fitzrovia Arts Festival**, **National Centre for Circus Arts**), hired videographers, secured guest speakers, 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, automate, and evaluate the impact of **Surprising Minds**, an interactive exhibit that engaged over 26,000 visitors of all ages and in 5 different languages (2017 to 2020)

Building relationships with a wide range of stakeholders:

- Junior and senior academic researchers, industry and free-lance technologists, 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

Communicating to a variety of audiences:

- Wrote popular science articles and co-wrote/narrated an animated web series as a Certified Science Storyteller for **Massive Science** (2017 to 2021)
- Facilitated workshops and curated neuroscience resources 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)

Compliance with privacy, safety, and wellbeing best practices:

- Completed **safeguarding training and DBS check** as a teacher and staff for Neuronauts UK, a field neuroscience and robotics summer camp for London secondary school students from underrepresented and disadvantaged backgrounds (2022)
- **Mentor, advise, and provide pastoral care** to minority ethnic and first generation university students at MIT as alumni mentor for Terrascope, a learning community for first-year students (2020 to present)
- Completed **GDPR training** and successfully applied for **research ethics approval** using human subject data for Surprising Minds on Youtube, a citizen science study deployed in parks and at festivals (2018)

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), founding member and Social Chair of SWC-Gatsby PhD Society (2018 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 impact reports and evidence-based recommendations**, e.g. quantitatively benchmarked Surprising Minds exhibit and published recommendations in PhD thesis
- **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
- **Able to juggle multiple projects and adapt as needed**, e.g. built strong working relationships with multiple summer camps while working full-time positions for over a decade

Digital tools:

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

EDUCATION AND EMPLOYMENT

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