

DanbeeKim

Vigilante International Roustabout Scholar

contact

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languages

english (fluent),
korean (intermediate),
portuguese (beginner)

computer skills

Arduino, bonsai,
Excel, Final Cut Pro 7,
Github Pages, Illustrator,
L^AT_EX, Photoshop,
Premier Pro, Python,
Scratch, SketchUp

fabrication tools

Epilog Helix Laser Cutter,
sewing machine
(standard and
overlocking)

movement arts

capoeira, choreography,
contact improvisation,
fire spinning, hip hop,
musical theater

bands

Scubaphone.org
WovenCollective.org

references

available upon request

education

- since 2013 **Doctor of Philosophy candidate**
International Neuroscience Doctoral Programme Champalimaud Center for the Unknown
Research Interests: a theory for principles of intelligent behavior, motor output as a manifestation of knowledge about the world, non-invasive methods of neuroscientific inquiry, scientific outreach through performance and storytelling
- 2005–2009 **ScientæBaccalaureus**
Brain and Cognitive Sciences Massachusetts Institute of Technology
Projects and Activities: Asian Dance Team, Freshmen Arts Pre-orientation Program, Musical Theater Guild, Roast Veep, The Tech, Undergraduate Research Opportunities Program

interests and goals

"Green Neuroscience" <http://greenneuro.org/principles/>
Promote environmentally and ethically responsible research methods; pursue non-invasive techniques; nurture cooperative science and universal access; embrace neurodiversity rather than "typical" brain structures and functions; sustain responsible, inventive, and rigorous research that incorporates humor, sass, and deep fun

Teaching Traditional School Curriculum via Permaculture Farming

All content of traditional primary education can be re-contextualized to the work of permaculture farming – maths, biology, chemistry, ecology, geography, history, engineering, thermodynamics, systems design, and more can be taught via permaculture farming. This method of education also promotes sustainable habits, vigorous daily activity, collaboration, and self-empowerment.

experience

- since 2016 **Scratch (Lifelong Kindergarten Group at MIT Media Lab)** Cambridge, MA
Community Moderator
- moderate comments and projects on the online Scratch community
- 2015–2016 **Mad Science of Greater Boston** Watertown, MA
Teacher
- teach after-school science classes to pre-kindergarten and elementary school students
- since 2013 **Champalimaud Center for the Unknown** Lisboa, Portugal
PhD Candidate and Researcher, Intelligent Systems Lab
Teaching
- Oct 2013, Co-organizer: week-long intensive course on Embodied Cognition
 - Jan 2014, Teaching Assistant: Introduction to Hardware and Software, Introduction to Techniques in Neuroscience
- Research
- thesis proposal, Oct 2013: *Hunting Behavior: One (Intelligent) System versus Another*
 - collaborated with Marine Biological Laboratory in Woods Hole, MA (Feb 2014 - Feb 2015)
- since 2010 **Appalachian Institute for Creative Learning** Swannanoa, North Carolina
Teacher, Staff
- create and teach curriculum and club activities at a 3-week summer enrichment camp
 - course topics: Fermentation Fun, Hip Hop, Neuroscience, Grassroots Movements

experience continued...

- since 2005 **MIT Musical Theater Guild** MIT, Cambridge, Massachusetts
Member
- Corresponding Secretary (since 2013)
 - Costume Shop Manager (2007–2009)
- Shows:
- 9 to 5 (2016): vocal director
 - Spring Awakening (2015): pit orchestra (violin and guitar)
 - Legally Blonde (2014): co-choreographer
 - Sweeney Todd (2014): vocal director, pit orchestra (violin)
 - Reefer Madness (2012): choreographer
 - Urinetown (2012): Ma Strong, ensemble
 - Hack, Punt, Tool (2012): co-writer, choreographer
 - Children of Eden (2011): vocal director, Snake
 - Assassins (2011): Charles Guiteau, co-props
 - 25th Annual Putnam County Spelling Bee (2011): vocal director, pit orchestra (violin)
 - Jekyll and Hyde (2011): co-director, choreographer
 - Evil Dead (2010): Annie, master seamstress
 - Little Shop of Horrors (2010): assistant choreographer
 - Side Show (2009): choreographer
 - Bare (2009): Kyra; program designer, master seamstress
 - The Mystery of Edwin Drood (2009): Angela Prysock/Princess Puffer; costume designer
 - Wild Party (2008): Kate
 - Pippin (2007): Bertha, Manson Trio; co-costume designer
 - Cabaret (2007): costume designer
 - Reefer Madness (2007): Mae; props designer
 - Children of Eden (2006): Eve; costume designer
 - Crazy For You (2006): Everett Baker
 - Chicago (2006): director
 - Urinetown (2006): Hot Blades Harry
 - Star Wars: The Musical (2005): Bail Organa, Lobot, ensemble
- 2011–2013 **Hack, Punt, Tool** Cambridge, Massachusetts
Co-writer
- Co-wrote script and contributed to music to create an original show about hacking culture and life at MIT
 - Collaborated with MIT administration, teachers, and students to create a work that has a significant positive impact on the MIT community
 - Produced by the MIT Musical Theater Guild during IAP 2012
 - Writing and music teams recorded and mastered an original cast recording, released in Sept 2012
 - Released a subtitled video recording of the MIT production on YouTube in Sept 2013
- 2011–2012 **Museum of Science** Boston, Massachusetts
Education Associate, Current Science & Technology
- developed and performed 20-minute presentations on science and technology topics
 - contacted and coordinated guest presenters
 - organized logistics for Museum events
- 2009–2011 **Harvard Medical School, Beth Israel Deaconess Medical Center** Boston, Massachusetts
EEG Lab Technician, Research Assistant
- organized and managed EEG lab, Psychiatry Suite of BIDMC West Campus
 - designed and implemented EEG protocols written in Superlab and Presentation software
 - managed subject recruitment, coordination with clinical assessments, and payment

experience continued...

- 2009–2010 **ROFLCon** Boston, Massachusetts
Staff
- coordinated guest travel/lodging and event volunteers
 - organized event AV logistics
- 2008–2009 **Department of Brain and Cognitive Sciences** MIT, Cambridge, Massachusetts
Undergraduate Researcher
How Expectations Can Change Perception
Higher-Level Cognition Lab [Talia Konkle, Steven Piantadosi, P.I. Rebecca Saxe]
- studied the effect of prior expectations on the perception of incongruent stimuli
 - designed and coded experimental tasks in Matlab; analyzed data in R
- Observing Causal Laws by Tracking Eye Movements
Early Childhood Cognition Lab [Elizabeth Bonawitz, P.I. Laura Schulz]
- studied how young children learn to make predictions based on patterns
 - tracked eye movements using Tobii Eyetracker software; analyzed data using Matlab
 - studies were conducted at the Learning Lab at the Children's Museum of Boston
- 2005–2008 **Freshmen Pre-Orientation Programs** MIT, Cambridge, Massachusetts
Film Counselor for Freshmen Arts Pre-Orientation (FAP)
- participated in FAP 2005; film counselor for FAP 2006, 2007, and 2008
 - organized projects and activities for the week-long program
 - co-wrote, filmed, and edited counselor introduction videos and a yearly FAP video
- 2006–2008 **Senior Haus Annual Steer Roast** MIT, Cambridge, Massachusetts
Food Veep
- organized an outdoor feast for approximately 400 people
 - worked with fellow veeps and MIT staff on event registration, logistics, funding, and safety
 - coordinated shopping trips and the borrowed use of an industrial kitchen
 - trained an apprentice and contributed to a Food Veep Bible
- 2005–2008 **Terrascope** MIT, Cambridge, Massachusetts
Undergraduate Teaching Fellow, Kitchen and Snacks Coordinator
Terrascope is a year-long freshmen seminar that examines complex real-world problems, presents potential solutions to a visiting board of experts at the end of fall term, then creates a museum exhibit during spring term.
- participated as a freshman in Mission 2009: The Tsunami Threat to the Pacific
 - mentored as an Undergraduate Teaching Fellow in Mission 2011: Saving the Oceans
 - worked within a budget to stock and maintain the Terrascope kitchen
- 2007 **Edgerton Center Outreach Program** MIT, Cambridge, Massachusetts
Teaching Assistant
- taught grade-school children topics in science and technology via hands-on classroom projects, including motorized Lego cars, rudimentary circuits, high speed photography, and basic chemistry