

DanbeeKim, PhD

Neuroscientist | Writer | Performance Artist



SUMMARY

Expert storyteller well-versed in communicating complex ideas through engaging multi-sensory experiences. 14 years of teaching experience in diverse settings, from summer camps for young people (8-18 yrs old) to tutoring masters student theses. Project managed self-published sci-fi graphic novel and interactive aquarium exhibit that collected neuroscience data from over 24,000 visitors.

RELEVANT EXPERIENCE

Communicating neuroscience to a variety of audiences:

- **2017 to 2021:** Wrote popular science articles and co-wrote/narrated an animated web series as a Certified Science Storyteller for **Massive Science**
- **2018 to 2020:** Facilitated workshops and curated neuroscience resources for **Into the Light**, a not-for-profit project established to provide support to survivors of sexual abuse
- **2020:** Wrote and illustrated commissioned neuroscience article in **Architectural Design**
- **2022:** Wrote a commissioned article for expert audiences in **BioTechniques**
- **2023:** Co-wrote and managed illustrations for commissioned article in **Vector**, the critical journal of the **British Science Fiction Association**
- **2023 to 2024:** Contributing writer and neuroscience consultant for **Matter Neuroscience social media channels**
- **2024:** Contributing neuroscience writer for **The Craftivist Collective Handbook**

Managing highly collaborative and cross-disciplinary projects:

- **2018 to present:** Founder of **Dear Neuroscience**, which **uses creative performance and story co-creation to help people study, explore, and apply neuroscience in their daily lives**. Successfully recruited multiple stakeholders to fund and organise pilot events as part of PhD research. Secured guest speakers, presented live interpretations, hired videographers, and wrote impact reports. Currently restructuring content, delivery formats, and long-term strategy to nurture communities historically marginalised or ignored by mainstream scientific research.
- **2020:** Recruited, hired, and project managed 16 illustrators, and liased with editors, administrators, beta-readers, Kickstarter funders, and a printing company to author, illustrate, and self-publish an original young adult sci-fi **graphic novel that weaves doctoral dissertation into a narrative accessible to non-academic audiences called The First VIRS**.
- **2023 to 2024:** Led strategic planning, development, and delivery of educational content and resources at **Matter Neuroscience**, with a focus on **helping people better understand and use their neurological reward systems in daily life**. Provided excellent neuroscience education to teammates, social media audiences, user communities, and other stakeholders.

Developing novel techniques for non-invasive neuroscience:

- **2014 to 2022:** **Designed and published low-cost open-source method and analysis scripts** for reliably evoking and studying cuttlefish hunting behaviour. Kim D, Buresch KC, Hanlon RT, Kampff AR. An experimental method for evoking and characterizing dynamic color patterning of cuttlefish during prey capture. *J Biol Methods* 2022;9(2):e161. DOI: 10.14440/jbm.2022.386
- **2017 to 2020:** Coordinated and project managed collaborators across academia and industry to produce **Surprising Minds**, an interactive exhibit that **collected a video dataset of pupil dynamics from over 24,000 visitors in an unsupervised aquarium setting**. Quantitatively benchmarked eye-tracking as a robust method for non-invasively capturing observable measurements of nervous system activity in complex natural contexts.

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RELEVANT SKILLS

Digital tools:

- **Programming languages:** Python (inc. numpy, scipy, OpenCV, matplotlib), Bonsai-Rx, Arduino
- **Web development | Collaboration:** CSS, HTML, Jekyll, Markdown | Discord, git, GWorkspace
- **Content creation & editing software:** Illustrator, LaTeX, Photoshop, Premier Pro

Organized | Prioritization | Multi-tasking:

- **Able to work under pressure and meet tight deadlines,** e.g. developed and performed new live interpretations on strict 3-week cycles as a presenter at the Boston Museum of Science
- **Able to juggle multiple projects and adapt as needed,** e.g. led research and outreach activities at NeuroGEARS while updating company website and managing projects and clients
- **Excellent attention to detail and accuracy,** e.g. doctoral dissertation accepted on first submission with zero corrections

Interpersonal skills | Communication | Teamwork:

- **Able to identify and address unmet organizational needs,** e.g. general company management and website development using Github Pages for NeuroGEARS
- **Able to write impact reports and evidence-based recommendations,** e.g. quantitatively benchmarked Surprising Minds exhibit and published recommendations in PhD thesis
- **Able to establish working relationships with people at all levels,** e.g. client exec teams, external contractors, target audiences, and internal teammates for collaborations/commissions
- **Able to understand needs and pressures of different audiences,** e.g. teaching neuroscience to designers and engineers vs. facilitating workshops to support adult survivors of sexual abuse

Pro-active | Quick learner | Work independently:

- **Self-starter and pro-active,** e.g. initiated numerous cross-disciplinary cross-sector collaborations and integrated these perspectives to establish "field neuroscience", or neuroscience *in situ*
- **Able to learn quickly,** e.g. built Discord community spaces and custom interactive websites to convert in-person summer camps into online/remote experiences during COVID-19 lockdowns
- **Able to work independently,** e.g. PhD research projects and doctoral dissertation

EDUCATION AND RELEVANT EMPLOYMENT

2023 to 2024 London, UK	Matter Neuroscience Lead Instructor
2021 to 2022 London, UK	NeuroGEARS, Ltd Research and Outreach Scientist
2013 to 2020 Lisbon, Portugal	Champalimaud Centre for the Unknown PhD in Neuroscience, International Neuroscience Doctoral Programme
2010 to present Mars Hill, USA	Appalachian Institute for Creative Learning Teacher, Staff, Board member (2020 to present)
2005 to 2009 Cambridge, USA	Massachusetts Institute of Technology BSc in Brain and Cognitive Sciences