







RELEVANT EXPERIENCE

Commitment to the 3Rs:

- Organised outreach events and wrote meeting minutes for NC3Rs Working group at Sainsbury Wellcome Centre (SWC) for Neural Circuits and Behaviour (July 2017 to July 2019)
- Wrote popular science article "Why I refuse to do animal testing in my science career" (Massive Science, 18 June 2018)
- · Wrote and regularly update a section of personal website about my scientific philosophy and ethics: http://www.danbeekim.org/open-lab-notebook/scientific-philosophy-ethics/

Science writing for a variety of audiences:

- Certified Science Storyteller for Massive Science (2017 to present)
- Wrote and self-published an original young adult science fiction story based on PhD research called The First VIRS (2020)
- Guest writer for Architectural Design (2020)
- Guest writer for BioTechniques (2022 to present)
- Guest writer for Vector, the critical journal of the British Science Fiction Association (forthcoming, 2022)
- Contributing neuroscience writer for The Craftivist Collective Handbook (forthcoming, 2023)

Communicating with a wide range of stakeholders:

· Junior and senior academic researchers, administrators, health-care professionals, external funders, performance artists, expert hand crafters, illustrators, publishers, journalists, activists, educators, parents, local communities, and school-aged students

Organising science outreach and engagement projects:

- Prepared and delivered science and engineering curriculum for multi-age (8-18 years old) classrooms at the Appalachian Institute for Creative Learning (2010 to present)
- Successfully launched an interactive exhibit at Sea Life Brighton that made neuroscience accessible to visitors of all ages and in 5 different languages (2017 to 2020)
- Project managed and fundraised for Dear Neuroscience, a series of events focused on finding common ground between neuroscience research perspectives and the lived experiences of artists, crafters, parents, and educators (2018 to present)
- Collaboratively developed and taught for annual hands-on field neuroscience and robotics summer camps for 14-16 year olds in Portugal and the UK (2019 to present)
- Developed an online course that combines field neuroscience theory with speculative fiction and collective improvisational storytelling (2021 to present)

Developing digital resources and communications assets:

- Created online communications and internal coordination strategies for NeuroGEARS Ltd (2021 to present)
- Improved processes for online community engagement and contributions to documentation for the open source software Bonsai-Rx (2021 to present)
- · Created custom online infrastructure for re-creating the in-person AICL summer enrichment camp experience during 2020 lockdown
- Translated neuroscience curriculum into online coursework and organised online classroom experience for remote edition of Neuronautas (2021)
- Updated and re-designed website and online student showcase for Neuronautas (2021)

TRAINING IN SCIENCE COMMUNICATION

Science Filmmaking Course by Blue Fire Films

A 3-day intensive course on science documentary film-making taught by Dr. George Chan. Includes theoretical and practical training in pre-production, production, and post-production tools and skills

UCL Train & Engage Program

A series of interactive sessions tailored to support UCL postgraduate research students interested in developing and applying their public engagement knowledge and skills

SKILLS

Digital tools:

- Microsoft Office Suite (Word, Excel, Powerpoint)
- Adobe Creative Cloud (Illustrator, Photoshop, Premier Pro)
- · Social media: Discord, Instagram, Kickstarter, Patreon, Twitter, YouTube
- Online collaboration: Github, Google Workspace, Overleaf, Slack, Teams, Zoom
- · Web Development: Github Pages, HTML, CSS, WordPress
- Programming languages: Python, LaTeX, Bonsai-Rx

Writing and editing:

- Excellent attention to detail and accuracy, e.g. doctoral dissertation accepted on first submission with zero corrections
- Able to write reports and successful funding applications, e.g successfully applied to UCL Train & Engage funding and wrote an impact report when funding period ended

Communication:

- Able to create compelling and accessible audio-visual media, e.g. animated and narrated a video explaining the research goals and interests of my PhD research group using only the top "ten-hundred" words in English
- Excellent oral communication skills and confident presenter, e.g. developed and performed live presentations that made news-worthy science and technology topics accessible to visitors at the Boston Museum of Science (2011 to 2012)

Organisation and prioritisation:

· Able to work under pressure and meet tight deadlines, e.g. PhD submission and defense

EDUCATION

Ph.D. in Neuroscience

2013 to 2020

International Neuroscience Doctoral Programme, Champalimaud Center for the Unknown Thesis: "On the aims and methods of Field Neuroscience: Non-invasive techniques for studying nervous systems in natural settings"

B.Sc. in Brain and Cognitive Sciences

2005 to 2009

Massachusetts Institute of Technology