

Rebecca Austin

Makerspace Coordinator

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Professional Summary

UW Innovation Wyrkshop Makerspace.....May 2022 – Present

Makerspace Coordinator

- ❖ Overseeing day-to-day operations for makerspace
- ❖ Hiring, training, and supervising student employees, interns, and volunteers
- ❖ Providing expert level support to patrons regarding software and equipment usage and advanced applications
- ❖ Designing, hosting, and collaborating workshops for the University and surrounding community
- ❖ Assisting with coordinating and generating awareness for statewide mobile makerspace fleet efforts
- ❖ Providing advice on emergent technology for University and local community
- ❖ Developing curricula designed for K-12, college, and community audiences
- ❖ Developing courses for online and in-person learning relevant to emergent technology

UW Visual Art Department.....January 2024 – May 2024

Temporary Lecturer

- ❖ Developing and designing curriculum for VCDII: Visual Programming, focusing on programming that is accessible to individuals at all levels of expertise
- ❖ Creating engaging and interactive learning materials to enhance student comprehension
- ❖ Conducting tutorials and facilitating discussions, fostering an interactive learning environment
- ❖ Integrating technology tools and platforms to enhance teaching effectiveness
- ❖ Utilizing 3D printers, laser cutters, and vinyl cutters for students to generate multimedia projects and emphasize art concepts through non-traditional means

UWyo Shell 3D Visualization Center.....October 2021 – May 2022

TAP Intern

- ❖ Generated content and development for skill badges for the Viz CAVE
- ❖ Assisted with senior employee projects
- ❖ Expanded personal skills and experience in coding and 3D modeling
- ❖ Trained on usage of HTC Vive and Hololens virtual reality and mixed reality headsets
- ❖ Led tour groups and displayed CAVE technologies and demonstrations

Wyoming Women’s Business Center: COVID-19 Support Program....May 2020 – May 2021

Marketing Coordinator

- ❖ Generated creative content for social media, updated and enhanced the current website
- ❖ Generated marketing reports, website analytics, and user engagement statistics

- ❖ Implemented marketing strategies for different content and individual projects of the Support Program
- ❖ Generated educational training, webinars, and other resources for small businesses
- ❖ Provided guidance to small businesses in the implementation of design concepts to create well-crafted websites and design

Education

MS Learning Design & Technology, University of Wyoming.....January 2023 – Present

Post Undergraduate Assistant, University of Wyoming.....January 2020 – January 2021
Professor: Brandon Gellis

Bachelor of Fine Arts, University of WyomingAugust 2014 – December 2019
Graduation Date: December 2019
Concentration: Graphic Design
Declared Minor: Photography

Scholarly & Pedagogical Involvement

High School Summer InstituteJuly 2022 – Present

- ❖ Teaching students emergent technology usage and CAD modeling
- ❖ Teaching educators and students how to build and code basic circuitry and microcontrollers
- ❖ Designing lessons and corresponding projects combining microcontrollers and robotics for students
- ❖ Leading capstone microcontroller and CAD design project execution and requisite skills to complete project

InnovateHer Afterschool Club.....September 2022 – Present

- ❖ Developing curricula for grades 6-12 centered around STEAM topics
- ❖ Training and supervising graduate student mentors
- ❖ Coordinating guest speakers relevant to current monthly STEAM topic
- ❖ Ideating and designing weekly activities utilizing equipment in the makerspace
- ❖ Directing weekly club meetings and crafted project schedules
- ❖ Overseeing allocation of grant funds to purchase necessary supplies for project duration
- ❖ Generating analytics and produced official consent documents in compliance with university guidelines

Community Outreach Program for STEAM Engagement (COPSE).....February 2020 – Present

- ❖ Developing K-12 projects and curricula for art and science integration
- ❖ Building and participating in a graduate student outreach network at the University of Wyoming
- ❖ Engaging in training on science communication and curricula development
- ❖ Hosting and building upon previous annual Education and Outreach Network Conferences
- ❖ Engaging with students in place-based learning through school visits

Visual Arts Post Undergraduate Assistant.....January 2020 – January 2021

- ❖ Assisted faculty with curriculum project development and classroom oversight
- ❖ Educated and advised students in graphic design, computer graphics and the Visual Arts makerspace equipment
- ❖ Conducted tutorials and facilitated discussions, fostering an interactive learning environment
- ❖ Advanced personal projects and personal understanding of computer programming languages in combination with art concepts

NSF REU Site: Humans Move Research Program AR & VR Development.....May 2019 - July 2019

- ❖ Brought on board to establish a cohesive connection between art and science
- ❖ Designed, created, and innovated 3D user interfaces to improve human sensory and motor performances in virtual environments
- ❖ Project lead for a team that explored using virtual reality (VR) technologies to improve real-time batting techniques for baseball players
- ❖ Team member of Virtual Stair Environment to test the combination of real objects in virtual space
- ❖ Team member of the Squishy Volumes Virtual project which combined Arduino and VR to create a user interface to generate 3-dimensional interaction in VR space

Microbestiary Project

- ❖ Produced high-quality, visually compelling creative content, utilizing 3D modeling techniques tailored for AR, VR, and printing applications
- ❖ Fostered synergies between science and art, contributing to a holistic and enriching learning environment
- ❖ Formulated K-12 educational projects and curricula, blending concepts and emphasizing the role and utilization of art with science
- ❖ Contributed to community science outreach initiatives, encompassing active participation in the state science fair, facilitation of educational programs at the local farmer's market, and the formulation of tailored curricula for regional classrooms

Honors & Awards

- ❖ Purchase Award by the UWyo ASUW Department from the Student Juried Exhibition.....2020
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- ❖ Salon De Refusés Exhibition, Department of Visual and Literary Arts, UWyo.....2020
- ❖ Renaissance Exhibition, That gallery, UWyo.....2019
- ❖ Best of Show Award, Department of Visual and Literary Arts, UWyo.....2018

Publications

Wallace, L., Delaurante, T., Simon, M., **Austin, R.**, Rolich, T., Rajiv, K., Banic, A. "Squishy Volumes: Evaluation of Silicone as Camera-less Pressure-Based Input for 3-Dimensional Interaction," 2020 IEEE Conference on Virtual Reality and 3D User Interfaces Abstracts and Workshops (VRW), Atlanta, GA, USA, 2020, pp. 29-34, doi: 10.1109/VRW50115.2020.00013

Skills

Equipment Proficiencies

- ❖ FDM desktop 3D printers
- ❖ Industrial 3D printers
- ❖ Industrial laser cutters
- ❖ SLS 3D scanners
- ❖ CNC router and milling machines
- ❖ Electronic measuring instruments
- ❖ Microcontrollers
- ❖ Handheld and small-scale woodshop tools
- ❖ Bench and large-scale saws
- ❖ Specialized woodworking machinery and tools

Soft Skills

- ❖ Leadership
- ❖ Communication
- ❖ Adaptability
- ❖ Collaboration
- ❖ Networking
- ❖ Decision making
- ❖ Delegation
- ❖ Strategic thinking

Software Proficiencies

- ❖ Adobe Creative Cloud
- ❖ LibCal
- ❖ Canvas LMS
- ❖ Microsoft Office
- ❖ Blender 3D modeling
- ❖ Autodesk Meshmixer
- ❖ Onshape CAD modeling
- ❖ Fusion 360 CAD & CAM modeling
- ❖ 3D printing slicers
- ❖ Laser cutting software

Programming Language Proficiencies

- ❖ C++
- ❖ C#
- ❖ HTML & CSS
- ❖ Arduino

Hard Skills

- ❖ Graphic design
- ❖ Marketing
- ❖ Social media
- ❖ Training and development
- ❖ Conflict resolution
- ❖ Data analysis
- ❖ Strategic planning
- ❖ Research