Mariah Villarreal

📱 +1
✉ mariah@wonderfreely.net
🌐 www.mariahnoelle.net

Application for [] at []

Work Experience

10/2020–08/2022
Digital Literacy & Learning Systems Management, Contract with Boston Public Schools - Teacher Pipeline Programs, Remote
Provided project management and conducted digital literacy trainings for teacher preparation program, *Bilingual Educators / Accelerated Community to Teacher Training* (BE/ACTT). Maintained the learning management system, Canvas. Organized "Demo Day" online teacher recruitment event. Developed data management system to track program participants and alumni for grant reporting.

08/2018 - 08/2020
Computer Science Teacher, Margarita Muñiz Academy, Boston
Taught *Exploring Computer Science* and *AP Mobile Computer Science Principles* and media studies, to 9th-12th grade students in a dual language, English and Spanish, high school. Scaffolded materials for the inclusion of linguistic, developmental, and cultural needs of students. Contributed to the school community as a member of the Culture and Community Committee as well as the Instructional Leadership Team.

06/2019 - 08/2019
Summer Journey Fellowship, MIT Playful Journey Lab, Cambridge
Collaborated on the development of student-centric playful and authentic activities for creative learning. Conducted meta-analysis of assessment tools for the graduate teaching program at the *Woodrow Wilson Academy.*

07/2014 & 10/2016
Conference Founder & Director, Libre Learn Lab, librelearnlab.org
Designed and organized two multi-day conferences, Libre Learn Lab and Open Ed Jam, hosted at Rackspace in San Antonio, TX and MIT Sloan School of Management in Cambridge, MA respectively, to address the challenges of widespread adoption of freely licensed resources in education. Coordinated venue contract, food vendors, registration, sponsor agreements, funds for keynote speakers and for participant travel scholarships.

01/2016 - 06/2017
Technology Director, Boys & Girls Club of South Boston
Directed and oversaw the design, delivery, and evaluation of programming as part of *The Clubhoouse Network* model. Facilitated youth learning of creative expression through STEAM and partnerships, community collaborations, and member-driven initiatives. Coordinated professional development for Technology Directors as Team Lead. Coordinated two-day, overnight event for all BGCB teen members in collaboration with Best Buy.

01/2015 - 08/2015
Education Specialist, Putnam Museum, Davenport, IA
Developed and instructed out-of-school programs, summer camps, and classroom outreach while managing the museum's FabLab. Combined 21st century learning skills, experiential, and informal learning methods to facilitate the learning of fabrication tools, computer programming, robotics, electronics, chemistry, and design thinking.

08/2013 - 12/2014
AmeriCorps VISTA, FIRST Robotics, San Antonio, TX & Boston, MA
Started and supported over 10 student robotics teams focused on fostering interest in STEM by building community partnerships. Coordinated robotics competitions for student teams. Recruited and trained volunteers to mentor robotics teams and hold technical workshops.

Conferences, Presentations, & Projects

Ongoing — **Free culture spaces in Asturias and Galicia**
Researching free culture participants and visiting free culture spaces through ethnographic methods.

11/2022 — **Rise Up for Free Software in Schools!**
Presented remotely at *SeaGL* conference about the reprecussions of proprietary software in schools during the pandemic.

03/2020 — **The state of software in schools and what to do about it**
Speaker at *Free Software Foundation's LibrePlanet*. Provided examples of how proprietary software is rapidly deployed in schools.

03/2018 — **Engaging young people: How to include positive youth participation in our free software community**
Speaker at *Free Software Foundation's LibrePlanet*. Presented reflections from fieldwork on how to encourage positive youth participation.

03/2014 — **Designing with empathy: explore perspectives with MaKey MaKey**
Workshop Facilitator at *Stanford's FabLearn Conference* & *SXSWedu*. Designed and led workshop on incorporating empathy into the design process. Presented to over 150 educators and university students.

11/2013 — **Don't be bored, make something**
Panelist for The White House: *We the Geeks*. Discussed how makerspaces and project-based learning inspires in young people to be creative. Shared personal anecdotes from my work with young people in art/technology based informal education programs.

06/2012 — **Free education software in respect to Plan Ceibal**
Conducted field research in Uruguay to explore the relationship between government officials' initiative *Plan Ceibal*, software developers, and teachers local to Uruguay with regards to the software on the XO laptops produced by *One Laptop per Child*.

Education

January 2023 — **Postgrad. Cert. in Technopolitics & Rights in the Digital Era**, *Universitat de Barcelona*

TBC May 2023 — **M.A. in History and Sociocultural Analysis**, *Universidad de Oviedo*

August 2014 — **B.A. in International Relations**, *St. Mary's University, Texas*

2012-2014 — **Institute for International Public Policy Fellow**, *UNCF Special Programs*

Summer 2012 — **Intl. Economics, Development and Diplomacy**, *Howard University, D.C*

Languages

English — Native

Spanish — Professional working proficiency *Familiar with several dialects and varieties*

Additional Information & Skills

- Volunteer Affiliations: former Google Code-In Mentor & Free Software Foundation Volunteer.
- Highlighted Technology Skills: Canvas, Moodle, Google Suite, Asana, Slack, LibreOffice, Inkscape.
- General Skills: Project management, volunteer management, workshop design, event organizing.