

## **CURRICULUM VITA**

**MELANIE L. WEST**

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### **EDUCATION**

**2020 Northwestern University, Ph.D.**, student in the Learning Sciences department.

**1995 New York University, Tisch School of the Arts, New York, NY**

**Masters of Professional Studies** Interactive Telecommunications.

Thesis topic: Concept for an interactive biography in a physical space utilizing binaural recordings, the cocktail party syndrome and abstract video walls.

**1981 Rutgers University, New Brunswick, NJ**

**Bachelors of Arts** Independent Major, Recording Engineering--Music, Electrical Engineering, and Communications.

### **PROFESSIONAL EXPERIENCE**

**2019-2020 Northwestern University, Evanston, IL**

**Curriculum Specialist, School of Education and Social Policy**

Curriculum design for the Tangible Interactions in Design and Learning Laboratory

**1978-Present Freelance Recording Engineer,**

**Sound & Multimedia Design**

NYC Theatrical Production of 3Fifths;

DraftfCB; Heaven Meets Earth;

3-Legged Dog;

Various schools and nonprofits throughout the city.

**2000- Present Tiz Media Foundation, Evanston, IL**

**Founder, Project Manager, Producer, Chief Engineer,**

A non-profit organization using arts integration as a tool for STEM outreach and to encourage under-represented minorities and women to pursue STEM careers.

Program development, management & multimedia production.

**2013- 2019 Youth & Opportunity United, Evanston, IL**

**IT Director**

IT Policy, Network infrastructure, Design & development of Staff Intranet

**2003- 2014 DeVry University**

**Adjunct Professor**

HTML5, Web Design, Graphics (Adobe Photoshop & Illustrator), and Multimedia Design

**1990- 2000 AT&T Labs, Florham Park, NJ**

**Member Technical Staff**

Media Integration Lab Manager, designed multimedia studio including hardware and software updates; led a production team of 3 creating audio, video and graphics for iterative experiments. Sound design for multi-modal interface design research. Web development, radio dramas,

graphics, digital video editing, MPEG encoding. Independent research on Sound in User Interface design.

**1989-1990 AT&T Bell Labs, Murray Hill, NJ**

**Technical Assistant**

Designed and installed control room for experimental teleconference laboratory. Control room layout, equipment researching and purchasing, audio and video installation.

**1987-1989 Center of the Media Arts, Manhattan, NY**

**Audio arts Instructor**

Taught the physics of sound characteristics, basic recording techniques, synchronization, postproduction techniques, and editing.

**1987 Compass Point Studios, Nassau, Bahamas**

**Engineering Consultant**

Recording Engineering, Assistant Engineering, and training for local engineering staff.

**1985-1987 James & Aster Music Inc., Manhattan, NY**

**Chief Engineer**

Recorded and mixed original scores and jingles. A/V post production, maintenance, trouble shooting, and library system for tapes.

**1981-1985 Sigma Sound Studios, Manhattan, NY**

**Audio Engineering Staff**

Recording Engineering and Assistant Engineer on major album projects for artists including Talking Heads, Madonna, Stanley Turrentine, Bernie Worrell, Sade, and Roy Ayers.

**PRESENTATIONS/WORKSHOPS**

**2023 AERA SIG-Critical Explorations of Multimodal Practices and Pedagogies**

Dignity-affirming Music Pedagogy, Paper & Round Table discussion

**2016-2020 EvanSTEM** environmental justice & STEAM out of school program Project development & management

**2015 Evanston, Illinois: Youth & Opportunity United,** Water Conservation Awareness public service announcement workshop.

**2014 Skokie, Illinois: Youth & Opportunity United,** MindRap Climate Change Awareness dance interactive workshop *Audience=20*

**2012 Madison, Wisconsin: University of Wisconsin-Madison,** MindRap Climate Change Awareness dance interactive workshop *Audience=20*

**2011 Each One Teach One, Chicago-**Recording in Englewood promoting community lead awareness.

**2010 Richard Daley School-** onsite recording of elementary students reciting poetry and playing original percussive compositions.

**2005-2009 The Young People's Project/NSF, Building Demand for Math Literacy** Multimedia modules created for a math literacy workshop using participatory design.

**2009 Evanston, Illinois: Evanston Township High School** 6 week STEM workshop focusing on geometry.

**2008 Madison, Wisconsin : University of Wisconsin-Madison,** MindRap interactive workshop *Audience = 50*

**2008 Evanston Illinois: Northwestern University,** 3-week MindRap workshop focusing on the physics of sound and cell phone transmission.

**2008 Cleveland, Ohio: Rock and Roll Hall of Fame,** MindRap professional development

interactive workshop *Audience = 70*

**2007 Chicago, Illinois : North Lawndale College Prep** , 5-day MindRap workshop focus on neuroscience (the amygdala and emotional intelligence).

**2007 Atlanta, Georgia: International Society for Technology in Education, National Educational Computing Conference**, MindRap poster session with demo.

**2006 Berkeley, California : Mathematical Sciences Research Institution**, Raising the bar in mathematics education MindRap poster session with demo.

**2006 Evanston, Illinois: Northwestern University**, Presentation NSF project on Building Demand for Math Literacy using the Collaboratory *Audience = 80*.

**2006 Vancouver, Canada: Pacific Institute for the Mathematical Sciences**, OZONE workshop: Conducted interactive workshop educators and students. *Audience = 22*

**2005 New York, New York: Hip Hop Educational conference** Conducted interactive workshop for 25 educators and students.

**2005 Alberta, Canada: Banff International Research Center Multimedia and Mathematics** “Using **Multimedia** and Hip-hop Culture to Promote Math Among Under-represented Minorities” *Audience = 50*

**2005 Chicago, IL: Kellogg Women’s Business Association Panelist** “Roads Less Traveled, Blazing Your Own Trail” *Audience = 100*

**2003 Los Angeles, CA: Ralph J. Bunche Center for African American Studies at UCLA** "MindRap, a multimedia hip hop science and math portal" *Audience = 15*

**2003 Atlanta, Georgia: Institute for African American E-culture** "MindRap, a multimedia hip hop science and math portal" *Audience = 16*

**2003 Evanston Township High School**, "MindRap, a multimedia hip hop science and math portal" *Audience = 6*

**1999 AT&T User Experience Forum**, Multimedia presentation and workshop SUI (Sound User Interface) applying earcons to user interface design . *Audience=65*

## PUBLICATIONS

Brucker, M., West, M., & Horn, M. (2023, June). Digital Drum Circles: Relational CS Education through Music Making. In Proceedings of the 22nd Annual ACM Interaction Design and Children Conference (pp. 705-708).

Horn, M., Banerjee, A., West, M., Pinkard, N., Pratt, A., Freeman, J., ... & McKlin, T. (2020). TunePad: Engaging learners at the intersection of music and code.

Horn, M. S., West, M., & Roberts, C. (2022). *Introduction to Digital Music with Python Programming: Learning Music with Code*. CRC Press.

Horn, M. S., Banerjee, A., & West, M. (2020). Music and Coding as an Approach to a Broad-Based Computational Literacy. *Non-Formal and Informal Science Learning in the ICT Era*, 83-97.

Juan E. Gilbert, Keena Arbuthnot, Stafford Hood, Michael M. Grant, Melanie L. West, Yolanda McMillian, E. Vincent Cross II, Philicity Williams, Wanda Eugene: Teaching Algebra Using Culturally Relevant Virtual Instructors. [IJVR](#) 7(1): 21-30 (2008)

Gilbert, J. E., Eugene, W., Swanier, C., Arbuthnot, K., Hood, S., Grant, M. M., & West, M. L. (2008). Culturally Relevant Design Practices: A Case Study for Designing Interactive Algebra

Lessons for Urban Youth. Journal of Educational Technology, 5(3), 54-60.

David Birchfield, Melanie West, Wilhelmina Savenye, Thanassis Rikakis, Signal Processing Magazine, Multimedia and hip-hop for experiential education, IEEE Volume: 23, Issue: 4

Melanie L. West, Barbara P. Moss, Naama Lewis, Folayemi E. Agbede. "Building Demand for Math Literacy with Culturally Specific Student Centered Multimedia Design," International Journal of Urban Learning Technology, 2008

## **AWARDS**

**2021 MPES Fellowship**

**2017 Openlands**, Certified Tree Keeper

**2005 Adobe**, Educational Leader Award

**1996 AT&T**, True Achievement Award

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**1994 NISC**, National Institute of Standards in Technology, Malcolm Baldrige, National Quality Award

**1986 Ampex Corporation**, Golden Reel Award

**1985 RIAA**, Recording Industry Association of America, Platinum Album, Talking Heads

## **PENDING PATENT**

**CWCPSCC**- Call Waiting and Call Progress Signaling in a Communication Channel

**MindRap**- A Multimedia Hip Hop Science and Math Portal

## **MEMBERSHIPS**

**ASA**- Acoustical Society of America

**AERA**-American Educational Research Association

**ISLS**- The International Society of the Learning Sciences

**Openlands**- Tree Keeper

