JEFF GINGER

ginger@illinois.edu

Summary

Community-oriented creative technology educator with a decade of experience connecting, leading and making. Past work and projects at jeffginger.com/portfolio.

Education

All at the University of Illinois at Urbana-Champaign

PHD LIBRARY & INFORMATION SCIENCE 2015

Dissertation: Capturing the Context of Digital Literacy: A Case Study of Illinois Public Libraries in Underserved Communities • **Advisor**: Dr. Linda Smith

PHD SOCIOLOGY transferred 2009

Masters paper: The Facebook Project: Performance and Construction of Digital Identity

BA SOCIOLOGY, MINOR COMPUTER SCIENCE 2006

Projects included digital ethnography, accessible web resources and the history of racism in Illinois

Awards

Listed in "Ten Notable Dissertations of 2015" by American Libraries magazine

List of Teachers Ranked as Excellent (7 semesters)

Tech

TECHNOLOGY DIRECTOR 2012-2020

Served as the information systems admin for the Fab Lab, managing IT assets, including over 150 computers and tools, as well as maintenance, acquisitions, installation, networking, servers, security, policy and direct user support

Managed communication platforms and related technical infrastructure to accomplish tactical and strategic objectives

Focused on user experience, interaction and information design, qualitative usability and accessibility evaluation

Included designing, coding, writing copy and creating media assets for the official CU Community Fab Lab and Community Informatics Initiative websites

For more details please see my **technical summary** on page 2

Leadership and Teaching

SENIOR RESEARCH SCIENTIST 2020 - present

College of Education, UIUC, IL

My recent work has been on several NSF-funded projects:

- **invite.illinois.edu**
- **whimc.education.illinois.edu**
- **publish.illinois.edu/stemc-minecraft**

ADJUNCT FACULTY 2011- 2020, 2023-present

Illinois Informatics Institute & School of Information Sciences

Over a decade of experience developing and teaching numerous Informatics, Information Science and Art Education courses on UXD, interaction design, prototyping, community engagement

CREATIVE TECHNOLOGY COORDINATOR 2020

Jefferson County Public Library, CO

Assisted in planning, research and development to update IT services, including makerspaces, AV production, digitization, assistive tech, collaborative authorship, security, training, information management practices and video tutorials

PROGRAM COORDINATOR 2014 - 2020

Illinois Informatics Institute, UIUC, IL

One of four staff essential to unit operations, work included:

(1) oversight and guidance of all operations and project teams at all Fab Lab locations in CU, as well as local and international public relations

(2) proposal, development, execution and evaluation for state and nationally-funded grants

(3) membership in multiple faculty working groups with a focus on promoting design thinking and digital literacy

(4) assisting with administration, student mentoring and event coordination, such as competitions or conferences

THE DIRECTOR OF THE CU COMMUNITY FAB LAB 2012 - 2019

Helped to transition the Fab Lab from a small-scale volunteer project to a hybrid community-university organization and partner network; started as a volunteer, created and fulfilled roles as lab manager and director; established a core mission focused on education, research and art-entrepreneurship

Leveraged local, state and federal resources to grow staff from 3 to over 20, amplified funding 10 fold and increased usable service space by 3 times; quadrupled total level of programming

Continual "lead from the front" and collective decision making leadership style included direct participation in operations:
(1) program implementation and curriculum development
(2) recruiting, managing and supporting staff and volunteers
(3) community engagement and media production
(4) oversight of all information technology systems
(5) research, evaluation, reporting and publishing for grants

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Worked as a consultant for the development of design and fabrication services and curriculum for campus, state and international partners, including the Siebel Center for Design, Alaskan Federation of Natives, University of Illinois Extension, Mortenson Center for International Library Programs, US Department of State, University of Costa Rica and Georgia Innovation and Technology Agency (abroad)

Coordinated summer camp operations from 2014-18, personally leading and developing several and seeding others; 40+ unique offerings in total, reaching hundreds of youth all around Illinois

Advised several registered student organizations over the years, including Design for America and Makers UIUC, who won the 2016 Chancellor's Public Engagement Student Fellows Award on account of three years of successful makeathon events

COMPUTER & NETWORK TECHNICIAN 2003-2012

IT technician and user support experience for Informatics, UIUC housing, and an internship for CDW Corporation

Web design, development and support for 20+ student, professional and academic organizations

RESEARCH / TEACHING ASSISTANT 2007-2012

Graduate School of Library and Information Science and Department of Sociology in the College of LAS

RA: Assisted with web development and graphic design as well as program development, execution and evaluation with several grants for both the Center for Digital Inclusion and Community Informatics Initiative

TA: Courses topics included (1) libraries, information systems and society, (2) community engagement, (3) social science and qualitative research methods and (4) intergroup dialogue facilitation on race and ethnicity

Grants

Supporting Personnel on the NSF AI Institute INVITE #2229612 (2023-2028), with PI H.C. Lane, Co-PI's K. Boyer, C. Zhai, D. Zapata and J. Payton - $19,998,746

Core Personnel on EHR Core Research (ECR) NSF #2301172 & 2301173 (2023-2026) , with PI's L. Paquette and J. Ocumpaugh - $698,019 and $419,515

Core Personnel NSF AISL #1713609 and #1906873 (2017-2023), with PI H.C. Lane, Co-PI N. Comins - $299,949 and $2,738,242

Core Personnel NSF STEMC #1934087 (2019-2023), with PI H.C. Lane - $635,553

Principle Investigator NSF DRK-12 #1721236 (2017-2020), with Co-PI's M. Israel and L. Bievenue - $669,253

UC2B Community Benefit Fund UNCC Teen Tech Learning Lab (2017-19), with J. Mitchel and J. Dunn - $24,410

ILSDI Seed Funding Program (2015-2016), with Principle Investigator E. Mercier, S. Denos and B. Hug - $37,000

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Technical Summary

Graphics and AV: Adobe Premiere, Photoshop, Illustrator; Canva, Figma, Inkscape, iMovie, OBS Studio, Midjourney, Cakewalk Sonar (DAW), MIDI softsynths, wave editors, and vocal adjustment

Rapid fabrication and modeling: Netfabb, Cura, Simplify3D, Meshmixer, Blender, Sculptris, TinkerCAD, AGIsoft, Arduino and many sensors, Silhouette Studio, digital embroidery, CNC routing and 3D scanning/printing packages, various tool drivers and interfaces

Programming: Java on IntelliJ with Maven and Gradle, Github, open source game modifications (Minecraft, Spigot, Bukkit, Lua, etc) – and a few years ago ArcGIS, Google Maps API, VisualStudio, C++, Drupal, Omeka, Wikimedia

Web Development: HTML(5), CSS(3), React, JavaScript, php, databases, FTP and SSH, Apache, Wordpress and natural language programming with various platforms

Hardware: Evaluating, building and repairing computers, tablets, cell phones and peripherals (i.e. printers, scanners) of all kinds as well as most kinds of makerspace equipment, like lasers and 3D printers

Networking: Wireless and wired network administration, cloud solutions, small-scale server applications and remote management

Security: Basic cybersecurity, automated backup and image-based lab management

Office: Various GenAI chat services, Adobe Acrobat Pro, MS Office 365, Sharepoint, Google suite (Gmail, drive, calendar, docs), Monday.com, Clickup, Zoom, Slack, Box

OS: Comfortable using Windows, MacOS Debian-based Linux, iOS, and Android, various scripting and command line, virtual machines and AWS