

Dillon Connelly

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EDUCATION

University of Washington, Seattle WA

Master of Arts, Museology with a concentration in program evaluation

Coursework focus: informal learning, equity and access, exhibit design, museum technology, program evaluation

University of Rhode Island, Kingston RI

Bachelor of Science, Geology

Bachelor of Arts, Biology

Coursework focus: evolutionary biology, vertebrate systematics and biology, paleobiology, historical geology

EMPLOYMENT EXPERIENCE

Education Specialist

National Center for Interactive Learning/Space Science Institute, Boulder CO

JULY 2021 - MAY 2024

- Worked on a diverse team of educators to develop space science tools and resources for informal educators at libraries and other institutions
- Hosted webinars, professional development workshops, video presentations for informal educators to increase their capacity in creating STEM/STEAM programming
- Created digital content including live virtual trainings, how-to videos, and instructional guides for informal educators to increase self-efficacy in implementing STEAM programming

Education and Outreach Specialist

Slater Museum of Natural History at University of Puget Sound, Tacoma WA

SEPTEMBER 2020 - JULY 2021

- Created evaluation plans, instruments, and data management plans to assess programming in alignment with funder requirements and program goals
- Coordinated and designed remote programming and educational materials for local K-12 classrooms, UPS students, and public at large using open-source technology

Paleobotany Curatorial Assistant

Burke Museum of Natural History and Culture, Seattle WA

JULY 2019 - MARCH 2020

- Created digital images and kept organized digital records of fern fossils in the Burke collection for an ongoing grant-funded digitization project
- Streamlined and compiled multiple databases and record-keeping systems in order to create a more consistent process for future digitization work in the paleontology department

Outreach Educator

Rhode Island Museum of Science and Art, Providence RI

SEPTEMBER 2017 - AUGUST 2018

- Lead after school enrichment classes and on-site camps in various science and art programs for elementary, middle, and high school students
- Designed and implemented lesson plans for programs in art, mathematics, and science

Exhibit Design Assistant

Roger Williams Natural History Museum, Providence RI

JUNE 2017 - JANUARY 2018

- Designed and implemented low-cost technology elements for current and future exhibits utilizing open source technology including interactive kiosks and live stream camera feeds
- Assisted in day to day museum operations including visitor greeting, live science demonstrations, and special events

Science Teacher

Montessori Pathways of New England, Exeter RI

JANUARY 2018 - MAY 2018

- Designed and taught weekly science lessons for upper elementary and middle students
- Provided relevant follow-up activities and worksheets for lessons in evolution, chemistry, and scientific theory

Coastal Research Fellow

University of Rhode Island, Kingston RI

MAY 2015 - AUGUST 2016

- Developed a new digital methodology for measuring vegetation density in state-managed environmental areas
- Participated in extensive field work gathering and analyzing data on vegetation density and biodiversity

Academic Success Coach

Community College of Rhode Island, Providence RI

JANUARY 2013 - DECEMBER 2014

- Mentored and tutored community college students in math and science concepts
- Advised students on successful academic and studying strategies

PROJECT AND FREELANCE EXPERIENCE

Project Manager, Remote Internship Program

University of Washington/Seattle Architecture Foundation, Seattle WA

MAY 2020 - AUGUST 2020

- Supervised University of Washington Museology graduate interns designing STEM educational materials for both distance and in-person youth programs
- Acted as main point of contact between UW Museology educators, SAF staff, and interns

Education Technology Intern

Burke Museum of Natural History and Culture, Seattle WA

MAY 2019 - JUNE 2020

- Developed and designed low-cost digital kiosks for the BurkeMobile educational program
- Conducted evaluation during and after design process with both facilitators and program audience

Archaeology Evaluator

Burke Museum of Natural History and Culture, Seattle WA

SEPTEMBER 2019 - JUNE 2020

- Designed and conducted a study with a team of student researchers evaluating changes in visitor perceptions of archeology after participating in interpretive interactions with Burke Archaeology staff
- Gathered data through in person interviews, questionnaires, and online survey research instruments

Interpretive Strategy Evaluator

Seattle Aquarium, Seattle WA

JANUARY 2019 - JUNE 2019

- Developed research methodology and outcomes to evaluate implementation of programs utilizing Visual Thinking Strategies in Science (VTSS), an aesthetic education technique originally developed for art museums
- Conducted research on staff and volunteer comfort and attitudes implementing VTSS programming as part of their interpretive toolkit

PUBLICATIONS, PRESENTATIONS, AND AWARDS

Strategy Guide for Role Models in Informal Education Spaces

NASA Inspires Futures for Tomorrow's Youth/Twin Cities Public Television

DECEMBER 2023

Role Model Strategies: Encouraging Youth to Consider STEM Careers

K. Hessen, N. Beverly, C. Ratcliffe-Adams, D. Connelly, J. Noyes, A. Santiago, writers; K. Pederson, J. Taylor, R. Giarratano, K. Peterson, editors; E. Kollaja, design

Presentation and virtual workshop

Hawai'i Library Association Conference

DECEMBER 2023

Get Ready for the 2024 Eclipses: How to Inspire and Connect with Patrons and Partners through Engaging STEM Programs

P. Kanekun, S. Vierow-Fields, D. Connelly presenters

Demonstration and conference paper

MuseWeb 2020 Conference

MARCH 2020

Designing CLIO, an open source toolkit for digital museum interactives

D. Connelly, J. Frechette authors

<https://mw20.museweb.net/paper/designing-clio-an-open-source-toolkit-for-museum-pop-up-digital-interactives/>

Resilience and Compassion Initiatives Seed Grant

University of Washington

MAY 2019

Seed grant awarded to fund the development of CLIO, an open source toolkit for creating digital museum interactives using customizable activity templates