Daniel Schneiderman

CONTACT
INFORMATION

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ORGANIZATIONS
& EVENTS

Maker Faire Rochester   **2014 - Present**
Co-chair for Maker Faire Rochester. Curating and meeting with Makers from all over New York State, developing outreach activities, writing grants, creating budgets, approaching sponsors, writing press releases, coordinating media announcements, planning out the day's events, taking care of any issues that come up during the faire, and managing our social media accounts year round. For the 6th annual event, there were 200+ Makers, several speakers, and over 7,000 attendees at the faire, including over 2,000 students who attended our Student S.T.E.A.M Fest on the Friday leading into the faire.

FIRST Robotics Finger Lakes Regional   **2016 - Present**
Regional Committee Member since 2016. Helped re-establish Executive Advisory Board and formed new partnerships between FIRST and the community. Recruit sponsors to support the regional. Led 15th-anniversary celebrations for the 2019 FIRST Robotics Finger Lakes Regional. Expanded online presence through social media and the regional website. Recruited and managed 150+ volunteers for the Finger Lakes Regional as Co-Volunteer Coordinator from 2017-2018. Handled on-site issues as they arose due to weather, electrical, and personnel situations.

Nation of Makers   **2016 - Present**
New York State Representative and founding member. Coordinated discussions between makerspaces, organizations, event leaders, and government officials on the topic of the maker movement within New York. Provided support and coordinated travel for the Nation of Makers Conference in 2018 and 2019.

Finger Lakes Regional STEM Hub   **2015 - Present**
Working with members of the business, education, government and community leaders to promote STEM education in the Finger Lakes Region.

Roc Game Dev   **2019 - Present**
Member of the Board of Directors for Roc Game Dev. Worked with members of the game & tech industry to support the video game developer community and economic development within Rochester.

Awesome Foundation - Rochester Chapter   **2018 - 2019**
Co-founder of the Awesome Foundation Rochester Chapter. Helped create and designate bi-monthly micro-grants to community focused projects across the Greater Rochester Region. Five grants have been awarded since the organization was established in 2018.

New York State Fair STEAM Exhibit Committee   **2017 - Present**
Recruited STEAM organizations and makers to participate in the New York State Fair STEAM Exhibit for the duration of the fair. Exhibit was visited by tens of thousands of attendees each day.

New York State Maker Summit   **2017**
Lead producer for the first state-wide maker summit. Shaped strategic design for how the event should be laid out. Curated and scheduled 68 speakers from the education, industry, event, museum, makerspace, and community sectors. Over 350 attendees at the summit, including state officials and former Senior Advisor of Making for the White House. Led social media groups, roundtables, and written newsletters to continue conversations and grow state wide maker community.

EDUCATION

Rochester Institute of Technology, Rochester, NY

B.S., Information Technology, Political Science   **September 2008 - May 2012**

HONORS

FIRST Finger Lakes Regional - Volunteer of the Year   **2019**

The Rochester 10 - City Newspaper   **2017**

Digital Rochester GREAT Award - Emerging Tech Leader   **2017**

TEDxAllendale Columbia School Speaker   **2017**

OpenStates, Remote

Contractor **November 2019 – May 2020**

Develop python scripts to scrape and clean information on legislators, committees, bills, and votes for OpenState which opens state legislative data by making it available to access through a common format. Position was funded by a NSF grant.

Rochester Institute of Technology, Rochester, NY

K-12 University Center Senior Outreach Specialist **July 2018 – June 2019**

Design, coordinate, implement, and support initiatives on behalf of the RIT K-12 University Center with a specialized focus on Maker and STEAM-themed activities and events. Supported initiatives including the annual RIT Kids on Campus summer camp, the RIT Science & Technology Entry Program (STEP), and RIT GEAR UP. Workshop examples include: creating giant Makey Makeys, cardboard furniture, physical data science with tools, paper circuits, and introduction to programming with the Adafruit Circuit Playground Express.

Rochester Institute of Technology, Rochester, NY

FOSS@MAGIC Research Associate & Community Liaison **April 2016 – June 2018**

Organizing hackathons, meetups, and other events, supporting student and university wide projects, managing K-12 outreach efforts and working with the community at large.

University of Rochester, Rochester, NY

Web and Database Programmer **October 2014 – October 2015**

Develop and maintain websites for the School of Nursing using Python, Django, and Bootstrap. Build sites for grants and programs within the school.

- Organizational Skills: Program Development, Event Planning, Public and Community Outreach, Managing Teams, Logistics, Fundraising
- Organizations Supported: FIRST Robotics, Rochester Museum and Science Center, RMSC Catalyst Circle, RocCity Coalation, NYSCATE, Nation of Makers, Rochester Makerspace, YMCA Rochester, Boys & Girls Club, WXXI, Greater Rochester After School Alliance, Strong Museum of Play, Fast Forward Film Festival, TEDx Rochester, Memorial Art Gallery, CodeRIT, RIT Women in Computing, Computer Science House, Rah Cha Cha Ruckus

Making with Pre K - 1st Grade Educators **May 2019**
Led workshop sessions with Rochester's local PBS station (WXXI) to teach formal and informal educators how to integrate STEAM and the maker movement into their curriculum.

Are You a Maker? Workshop Series at Strong Museum of Play **January 2018, 2019**
Developed and hosted a 3 week maker themed workshop for kids ages 8-12, alongside their parents. Topic covered included intro to electronics, cardboard joinery, using tape as fabric, and creating games and puzzles using skills taught in previous sessions.

Cardboard! **2018**
Created and led multiple cardboard workshops where attendees learned how to manipulate the material, joinery, and variations with the material through project based learning. Projects included furniture, automata, games, and costumes. Workshops were held at museums, libraries, and K-12 schools, and at makerspaces.

Rochester Area Librarian Tech Camp **August 2018**
Gave keynote speech and led four hands-on workshops with 100+ regional librarians. Topics covered included connecting with the greater STEAM community, partnerships, STEAM workshop developments, and integrating making activities into their spaces.