

# Dominic Amato

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## EDUCATION

**Master of Science - Human Computer Interaction**  
College of Computing and Digital Media, DePaul University

September 2014 - June 2017  
Chicago, IL

**Bachelor of Fine Arts - Art & Technology**  
Peck School of the Arts, University of Wisconsin-Milwaukee

September 2007 - May 2013  
Milwaukee, WI

## WORK EXPERIENCE

**Graduate Research Assistant, Digital Youth Network**  
DePaul University

March 2015 – August 2017  
Chicago, IL

### Tasks and responsibilities

- Mod the commercial version of Minecraft to afford synchronous blended learning opportunities
- Schedule and organize events for youth to participate in research sessions and get hands on time with mentors to learn computational thinking skills
- Travel to schools, libraries, and parks to host events and observe student, teacher, and mentor interactions
- Manage multiple research assistants to write and publish research based on findings
- Oversee project progress and report to principal investigator

### Selected accomplishments

1. Wrote a chapter for a textbook around increasing diversity and lowering barriers of entry for those seeking to host computational learning activities to underrepresented youth.
2. Presented work at the SIGCSE '17 conference in Seattle
3. Successfully ran a 10-week course for children to learn about computational thinking topics using Minecraft

**Exhibit Developer**  
Betty Brinn Children's Museum

December 2010 – March 2015  
Milwaukee, WI

### Tasks and responsibilities

- Create custom software to run for multiple days non-stop and easy setup and installation
- Create circuit designs for new hardware on exhibits and programming the proper controllers to handle the new hardware.
- Actively participate in design meetings for future exhibits as both a tech consultant and as a design consultant
- Participate in educational activities with kids for the Be A Maker program

### Selected accomplishments

1. Developed physics exhibits which utilized custom tracking software using the Kinect to follow the flight path of golf balls while teaching kids the physics behind it all.
2. Developed Literacy Exhibit which focused on traditional/digital design and 21<sup>st</sup> century technology literacy
3. Developed touring Harley-Davidson exhibit
4. Reworked previous broken exhibits to utilize new hardware and software to extend the life of popular exhibits.

**Undergraduate Research Assistant, Colleen Ludwig**  
University of Wisconsin – Milwaukee

January 2012 – May 2013  
Milwaukee, WI

### Tasks and responsibilities

- Assisted in creation of artwork, *Shiver*, including finalization of circuit design and programming.
- Researched methods of interactivity for future artworks
- Traveled with the professor for installation of artwork

### Selected accomplishments

1. Helped create an internationally acclaimed artwork shown at ISEA Albuquerque NM 2012 and Burchfield Penney Art Center, Buffalo NY 2013

### **Undergraduate Research Assistant, Luc Vanier**

University of Wisconsin – Milwaukee

December 2011 – June 2012

Milwaukee, WI

#### Tasks and responsibilities

- Created digital 3D avatar and environment for performance
- Calibrated infrared cameras, accelerometers, and tilt sensors for motion capture of performers
- Wrote Python scripting for real time interaction using WorldViz's Vizard environment
- Assisted with setup of multi-channel video output and input

## **TEACHING EXPERIENCE**

### **Undergraduate Teaching Assistant, Physical Computing**

(undergraduate level course)

January 2012 – December 2012

Milwaukee, WI

Peck School of the Arts, University of Wisconsin Milwaukee

- Prepared lessons before classes such as building sample circuits, sorting components, and drawing schematics
- Assisted in review of student work including midterm and final critiques
- Lectured while professor was out of town on prepared lesson plans
- Discussed content of course material and adjustment for difference in skill levels of students

## **PUBLICATIONS & PRESENTATIONS**

### Publications

1. Dominic A. Amato and Ugochi Acholonu. 2017. Designing Blended Learning Models to Support Computational Learning: Minecraft Edition. In Proceedings of the 2017 ACM SIGCSE Technical Symposium on Computer Science Education (SIGCSE '17). ACM, New York, NY, USA, 733-733. DOI: <https://doi.org/10.1145/3017680.3017841>
2. Acholonu, U., Dickinson, J., Amato, D., & Pinkard, N. (2017). Minecraft Server Project: Designing Synchronous Blended Learning Environments to Support Distributed Mentorship. In Y. Rankin, & J. Thomas (Eds.), Moving Students of Color from Consumers to Producers of Technology (pp. 197-219). Hershey, PA: IGI Global. doi:10.4018/978-1-5225-2005-4.ch010
3. U.Acholonu, J. Dickinson, L. Smith, D. Amato and N. Pinkard, "Understanding blended mentorship in Minecraft: Scaling computer science expertise across distances," 2016 Research on Equity and Sustained Participation in Engineering, Computing, and Technology (RESPECT), Atlanta, GA, 2016, pp. 1-1. doi: 10.1109/RESPECT.2016.7836181
4. U.Acholonu et al., "Remixing Minecraft to broaden participation in computing," 2016 Research on Equity and Sustained Participation in Engineering, Computing, and Technology (RESPECT), Atlanta, GA, 2016, pp. 1-1. doi: 10.1109/RESPECT.2016.7836183
5. U.Acholonu, J. Dickinson, D. Amato and N. Pinkard, "Lessons learned from hosting an Hour of Code event," 2016 Research on Equity and Sustained Participation in Engineering, Computing, and Technology (RESPECT), Atlanta, GA, 2016, pp. 1-4. doi: 10.1109/RESPECT.2016.7836174

### Presentations

1. Ugochi Acholonu, Dominic Amato, Sybil Madison-Boyd, Jim Sandherr (2016) "Designing with Community Partners to Facilitate Meaningful Learning Experiences for Underrepresented and Marginalized Youth" Panel at DML 2016 in Irvine CA
2. Colleen Ludwig (2013) "Shiver" Art Installation at the Burchfield Penney Art Center in Buffalo NY
3. Colleen Ludwig (2012) "Elemental Bodies: Shiver" Art Installation and Presentation at ISEA 2012 in Albuquerque NM

## **SELECTED ART EXHIBITIONS**

**UWM Arts + Technology Night**, Kenilworth Square East, UWM

Spring 2013 – Senior Project Synaptic Symphonic

Fall 2012 – Junior Project Electro-Lumo-Eco

Milwaukee, WI

Spring 2012 – ART  
Fall 2011 – Awkward Android  
Spring 2010 – Super Jello ([Write Up](#))  
Fall 2009 – Journey to the West (Puppet Show)

**MAM After Dark – Girl’s Night Out**, Milwaukee Art Museum  
November 2012 – Binary Ballet

Milwaukee, WI

**Electroacoustic Salon**, UWM Music Building Recital Hall  
Spring 2010 – Untitled 12.2 Surround Ambisonic Performance  
Fall 2009 – Digital Landscapes 4.1 Surround Performance  
➤ Spring 2009 – Untitled 4.1 Surround Performance

Milwaukee, WI

## **AWARDS, SCHOLARSHIPS & HONORS**

### Graduate

Graduation with Distinction June 2017  
Graduate Assistantship Award September 2016 – August 2017  
College of Computing and Digital Media Scholarship November 2016  
Peterson Technology Partners Scholarship March 2015

### Undergraduate

Deans Honors List Recipient, 8 semesters May 2008 – May 2013  
Summa Cum Laude May 2013  
Deans Graduation Honors May 2013  
High Honors in the Major May 2013  
Sophomore & Senior Honors Award April 2009 & May 2013  
Lawton Minority Retention Grant September 2012  
Finalist: Student Startup Challenge – CleverBlocks ([Report](#)) 2012  
Women Marines Scholarship March 2010

## **PROFESSIONAL MEMBERSHIPS**

Upsilon Pi Epsilon June 2016 - Present  
Phi Kappa Phi – Lifetime Member March 2011 – Present  
Golden Key May 2010 – Present  
Mortar Board May 2011 – Present