

Michael R. Pope

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Experience

11.15–Present

Barre Town Middle & Elementary School

Barre, VT

Design Lab Teacher

– **Design Lab | Program Creator & Facilitator:** Established and implemented a new course of study and fabrication lab for all students in grades 5-8 (~350 students per year) that combines design methodology with state-of-the-art digital fabrication equipment, traditional woodworking tools, and classic artistic mediums through a continually evolving project-based curriculum.

– Project Examples: Logo Design; Carpentry; Cardboard Engineering; Site-Specific Installation Art; Furniture Design; Printmaking; Ceramics; Robotics; Stop-Motion Animation; Urban Design; Digital Fabrication; Independent Explorations

– **School & District Leadership:**

- **Middle School Leadership Team** (2017-Present): Allied Arts teacher representative, working jointly with administration to guide school policies and systems, including: transition to Proficiency Based Learning; assessment of behavioral systems; staffing concerns; schedule creation; and response to Covid-19 challenges.
- **Barre School District Design Team** (2020-21): Conducted staff, student, and community forums, analyzed district initiatives, and collaborated with administrators, board members, and district stakeholders to define and deliver the Barre School District's updated mission, vision, values, and strategic plan, setting the district's five-year goals and achievement metrics for its 3 schools and ~2500 students.
- **Barre School District Innovation Team** (2017-19): Pursued opportunities for district-wide growth and development in the areas of Community Communication, Professional Development, and Mission & Vision.

– **VT Agency of Education Peer Review Licensure Panelist** (2018-Present; Design & Technology Endorsement Area)

– 2017 Vita-Learn IGNITE Educator | 2020-2022 Infinite Campus Super Teacher

10.13–05.15

VITAL

San Francisco, CA

Environments Designer

– **Smithsonian Castle | Project Lead & Primary Designer:** Designed and developed the remodeled Smithsonian Visitor Center in Washington D.C., coordinating with digital interaction designers, contractors, and over 14 Smithsonian units to create an immersive orientation experience for the Castle's nearly 2 million annual visitors.

- Project Statistics: 6000 SF; \$600K Project Budget; Phase One completion Jan. 2015.
- Project Responsibilities: *Needfinding & Discovery, Journey Mapping, Schematic Design, Design Development, Construction Documentation, Wayfinding Graphics, Construction Administration, Proposal Writing, Client Relations*

– Selected Additional Projects:

- Wikimedia Foundation Offices (San Francisco, CA) | *Needfinding, Schematic Design, Construction Admin.*
- Google Real Estate Team Strategy (Mountain View, CA) | *Design Strategy*
- Energy company Masterplan (San Francisco, CA) | *Needfinding, Design Strategy*

– Worked with VITAL ownership to delineate and execute a growth and hiring strategy, including salaries, benefits, and necessary roles, expanding the company from one employee to six.

Summers:
2004–2012

Lotus Lake Camp

Williamstown, VT

Woodshop Director (2011-12) | **Archery Program Co-Director** (2009) | **Counselor** (2004-12)

– Planned and executed lessons, hikes, and activities for up to 100 campers.

Education

09.12–08.13

Stanford Graduate School of Education

Stanford, CA

Master of Arts in Learning, Design, and Technology

– Master's Project: *Hüga Forts*, a construction kit for children that facilitates development of physical and social agency

– Publication: "RoyoBlocks: An Exploration in Tangible Literacy" (Jonathan Kleiman, Michael Pope, and Paulo Blikstein.) Proceedings of the 12th International Conference on Interaction Design and Children. ACM, 2013

– Internships: Jump Associates (*San Mateo, CA*); The Third Teacher+/Cannon Design (*Stanford, CA & Chicago, IL*)

08.11–12.11

UC Berkeley Extension

Berkeley, CA

– Continuing Education: 65 hours of field work in urban school settings at the elementary and high school level

08.07–05.11

Washington University in St. Louis | Sam Fox School of Design & Visual Arts

St. Louis, MO

Bachelor of Arts in Architecture, Minor in Children's Studies | GPA: 3.89/4.00 | Summa Cum Laude | Phi Beta Kappa

– Senior Studio: Initiated a design/build option studio – 2010 Elizabeth S. Schmerling Memorial Scholarship

– Resident Advisor (08.09-05.11) – Teaching Assistant (08.10-12.10); 200-level Studio

Additional Skills & Interests

Manual: Drafting | Model Making | Drawing | Team Building | Design Thinking | Needfinding

Digital: Adobe CC | SketchUp | AutoCAD | Digital Fabrication | Mac | Windows | G-Suite | Office | WordPress

Board Memberships: Vermont Granite Museum (2017-Present; Vice Chair, 2020-Present; Facilities Chair, 2019-Present) | Lotus Lake Discovery Center (2017-Present) | Vermont Campership Fund (2016-Present)

Interests: Ice Cream Making | Pizza Crafting | LEGO Building