



Jayson Margalus
Faculty Director at DePaul University
Greater Chicago Area

Profile

Computer scientist and designer focused on product design and emerging technologies. Faculty Director of the Idea Realization Lab, an innovation lab/makerspace at DePaul University, and educator in the School of Design at DePaul University. Keynote speaker at conferences for the American Medical Association, Chicago Public Schools, Caterpillar, Inc, and more. Makerspace creator and co-founder of Chicago Southland Mini Maker Faire. Backpacker, amateur radio operator, and near-space balloonist.

Experience

Faculty Director **DePaul University College of Computing and Digital Media**

Jun 2017 – Present Chicago, IL

Faculty in DePaul's School of Design. Director of the maker lab Idea Realization Lab (IRL). Research and work focuses on the holistic development and design of embedded, interconnected systems. Teach programming, design, game development, and physical computing in the College of Computing and Digital Media. Presently co-developing an undergraduate degree in Industrial Design.

President Spacelab Makerspace, NFP

Jun 2013 – Present

Co-founded and chair the Mokena makerspace SpaceLab. Created and currently run Southland Mini Maker Faire. Create and teach classes geared around soldering, programming, microcontrollers, 3D printing, and more.

Faculty **DePaul University College of Computing and Digital Media**

Aug 2015 – Jun 2017 Chicago, IL

Faculty in DePaul's School of Design. Teach programming, design, game development, and physical computing.

Demo Engineer MapR Technologies

Jan 2015 – Oct 2015

Build interactive data visualizations, exhibits, and data art that showcase the leading Hadoop distribution, MapR. Incorporate various BI tools and technologies into demos, including: Tableau, D3, Kibana, Pig, Elasticsearch, Logstash, Apache Drill, and more.

Adjunct Professor **DePaul University College of Computing and Digital Media**

Mar 2013 – Aug 2015

Lecturer on business development for designers, software development for designers, and systems design fundamentals.

Founder, Programmer Polymath Workshop, Inc.

Sep 2009 – Jan 2015

President and manager of a software company. Build web software and sites for companies and institutions like McGraw-Hill, Johns Hopkins, Science Park Illinois, and more. App development in Javascript, jQuery, D3, Node.js, CakePHP, and Ruby on Rails.

Contact

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Skills

Design Thinking



Systems Thinking



Entrepreneurship



Embedded Systems



Digital Fabrication



Agile



Hardware Development



Software Development



Projects

Thotcon 0x9 Badge

<https://hackaday.io/project/159222-thotcon-0x9-badge-development>

Jan 2018 – May 2018

Thotcon 0x8 Badge

<http://jaymargalus.com/thotcon-0x8-badges/>

Jun 2017 – Jun 2017

Big Data Outbreak

<http://jaymargalus.com/big-data-outbreak/>

2014 – 2014

Undisclosed Game for Therapists

Aug 2012 – Jan 2013

Lunar Giant is currently working on a game that integrates with custom web software to connect therapists and their patients.

Mega Ran in Language Arts The Game

<http://language-arts-game.com>

Apr 2012 – Jul 2012

A game made in conjunction with an album release by popular nerdcore rapper Mega Ran.

