CURRICULUM VITAE · LEXINGTON, VA · NOVEMBER 21, 2026

Jay Margalus

Johnson Professor of Entrepreneurship and Leadership and Director of the Connolly Center for Entrepreneurship, Washington and Lee University. President and Lead Designer, Fourfold.

Designing hardware, games, and programs. Teaching others to ship.

Appointments

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2023–	**Johnson Professor of Entrepreneurship and Leadership** and Director, Connolly Center for Entrepreneurship. Washington and Lee University, Lexington, VA.	●◆
2024–	**President and Lead Designer**, Fourfold, LLC. Games, interactive devices and console hardware.	▲■
2017–	**President**, Margalus, LLC. Software consulting and original software, games and toys.	▲

Earlier

2015–2023	**Professional Lecturer**, School of Design, Jarvis College of Computing and Digital Media, DePaul University, Chicago. Game Design (2015–2023) and Industrial Design (2019–2023). Founding Faculty Director of Maker Innovation, Idea Realization Labs 1 and 2. Program Chair, Industrial Design.	■●◆
2013–2026	**Founding Director**, Spacelab NFP, Lockport, IL. Non-profit public makerspace.	●
2015	Demo Engineer (big data, programming and design), MapR Technologies, San Jose, CA.	
2013–2015	Adjunct Faculty in game design and cinema, School of Design, DePaul University.	▲◆
2010–2015	President and Chief Designer, Lunar Giant Studios, Naperville, IL. Independent video game developer.	▲
2009–2015	President and Chief Programmer, Polymath Workshop, Mokena, IL. Software and web development.	
2009–2013	Founding Vice President, Workshop 88, Glen Ellyn, IL. Non-profit public makerspace.	●

Education

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2021	**M.S., Human-Computer Interaction**, with distinction. DePaul University, Chicago.
2006	**B.S., Political Science.** North Central College, Naperville, IL.

Certificates

2021	Product Design and Development. Cornell University.	■
2018	Making Makerspaces. Higher Education Consortium.	●
2017	Thinking and Learning in the Maker-Centered Classroom. Harvard University.	◆

Publications

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Journal articles and chapters

2024	Choudhury, D., Dolezal, J., Dyer, E., Kochanny, S., Ramesh, S., Howard, F. M., **Margalus, J. R.**, Schroeder, A., Schulte, J., Garassino, M. C., Kather, J. N., & Pearson, A. T. “Developing a low-cost, open-source, locally manufactured workstation and computational pipeline for automated histopathology evaluation using deep learning.” *eBioMedicine* (The Lancet), 107. doi:10.1016/j.ebiom.2024.105276	■
2023	Choudhury, D., Dolezal, J., and ten others including **Margalus, J. R.** “Validating a low-cost, open-source, locally manufactured workstation and computational pipeline for automated histopathology evaluation using deep learning.” *bioRxiv*. Preprint of the 2024 article. doi:10.1101/2023.04.19.537544	■
2018	**Margalus, J. R.**, & Wagner, L. “You Can Touch This.” In *Frontiers: A Graphic Design Education Reader*.	■◆

Essays and teaching resources

2026	“Agents: Start Here.” A public guide for faculty and students who want to build with AI agents: twelve ideas and five projects. jaymargalus.com/agents	◆
2026	Lab notes: “Models Will Be Commodities,” “Software for a Six-Day Trip,” “The Computer Brings It Up First,” “Recall Is a Write.” jaymargalus.com/blog	◆
2017	“6 Things We’re Most Excited About at Chicago Southland Mini Maker Faire.” *Make*.	●
2016	“How Tinkering and ‘Problem Making’ Are Shaking Up Higher Education.” *Make*.	●◆
2016	“Trebuchets, Projection Mapping, and Near Space at Chicago Southland Mini Maker Faire.” *Make*.	●
2014	“How to Start a Makerspace in Small Town America.” *Make*.	●
2014	“Drones, Augmented Reality, and Borg Bouquets at Mokena Mini Maker Faire.” *Make*.	●
2014	“Mokena Mini Maker Faire Call for Makers.” *Make*.	●

Games and objects

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In development	*Delve Deeper Remastered*, with N. Wickman and R. Lankenau. Steam.	▲
2025	**THOTCON 0xD electronic badge**, with B. Schweizer and R. Ristich. THOTCON hacker conference, Chicago. Project page	▲■
2021	THOTCON 0xB hacker conference game badge.	▲■
2019	THOTCON 0xA hacker conference game badge.	▲■
2018	THOTCON 0x9 hacker conference game badge, with R. Ristich and T. Newsome.	▲■
2017	THOTCON 0x8 hacker conference game badge, with N. Matteson.	▲■
2017	Project DASH, with R. Schweizer, T. Newsome, M. Villablanca and R. Annin. DePaul Student Showcase.	■
2016	*Dash!*	▲
2014	*Delve Deeper* and *Project Libity*, with A. I. Smith.	▲
2014	*Big Data Outbreak*.	▲
2013	*Mega Ran: The Game*.	▲

2013	*Delve Deeper*.	▲

Work in progress 5

2026–	“Teaching Judgment through Building.” A paper on the Foundations course, with an instructor toolkit. Supported by a Lenfest grant.	◆
2024–	“Against Nudge.” On design and choice architecture, drawing on Ortega y Gasset and Harman. Manuscript in revision.	
2023–	“🚢: Entanglement in the Digital Age,” with Nate Matteson. Essay, seeking a publisher.	
2025–	AI-enabled revival of legacy game assets. Transformer models modernize old code and art. The proof of concept moved *Delve Deeper* from XNA to MonoGame. Compute on Jetstream2 through an ACCESS allocation, 2025–2026.	▲
2024–	Handheld game console, with R. Ristich, B. Schweizer and M. Emerick.	▲■

Talks and workshops 45

Oct 2026	**“Building the Agent.”** Innovation session, with Mark Rush. AAC&U Conference on AI and Higher Education, Atlanta.	◆
Oct 2026	“Embrace the Revolution; or, How Professors Learned to Stop Worrying and Love AI.” Pecha kucha led by Mark Rush. AAC&U Conference on AI and Higher Education, Atlanta.	◆
Oct 2026	“Embrace the Revolution: A Framework for Higher Ed’s AI Moment.” With Mark Rush. IES Abroad Annual Conference, Chicago.	◆
Oct 2026	AI Toolkit Workshop for alumni, two days, with Jeff Schatten. Connolly Center, Washington and Lee.	●◆
Mar 2026	Claude Code workshop for faculty and staff. Harte Center, Washington and Lee.	◆
Mar 2026	“AI Tools That Actually Solve Your Problems.” CIOs and finance leaders of the Associated Colleges of the South.	◆
Jan 2026	“Entrepreneurship for Good: Building with Purpose.” Business as a Force for Good webinar series, leading into the Institute for Honor Symposium. W&L Lifelong Learning.	●◆
2025	“Presenting the THOTCON 0xD Badge.” THOTCON 0xD, Chicago.	■
Dec 2024	“Maker Competencies: Self-Assessment in Makerspaces,” with Sarah Margalus. Virginia Society for Technology in Education.	●◆
Jun 2024	“From Game Design to Hardware Innovation: Design, Affordances, and Tinkering.” Teardown 2024, Portland, OR.	▲■
Jun 2022	“Metaphysics and Making.” NOMCON 2022, Nation of Makers.	●
Oct 2021	“Hacking the THOTCON 0xB Badge,” with R. Rehring and R. A. Ristich. THOTCON 0xB, Chicago.	■
Jul 2021	“Open Skills Network Pilot Showcase.” OSN Summit.	◆
Jun 2021	“DePaul and Connectory Collaboration,” with R. Wildeman. Connectory Live, Bosch. Invited.	●
May 2020	“Developing a Distributed Fabrication Network.” Global Maker Faire, MAKE.	■●
Apr 2020	“3D Printing PPE: Science from the Frontlines.” Chicago Council on Science and Technology. Invited.	■●
May 2019	“Hacking the THOTCON 0xA Badge.” THOTCON 0xA, Chicago.	■

2019	“Four Considerations for Educational Makerspaces.” CPS Techtalk, Chicago Public Schools.	●◆
2019	“Bits to Atoms.” Alumni University, DePaul University.	■◆
Oct 2018	“Making Makerspaces.” Association of Science and Technology Centers Conference, Connecticut.	●
Oct 2018	“Systems Tinkering: Thinking Through Making.” DePaul University Teaching Commons.	◆
May 2018	“Creating Conference Badges.” Teardown, Portland, OR.	■
May 2018	“Making Conference Badges.” THOTCON 0x9, Chicago.	■
Mar 2018	“Designing for Interaction Beyond the Screen: An Introduction to Physical Computing for Designers,” with L. Schmiesing. Design Principles and Practices, Barcelona.	■◆
Oct 2017	“Systems Tinkering.” Caterpillar Innovation Conference, Peoria, IL. Invited.	◆
Sep 2017	**“Systems Tinkering.”** Keynote. Change MedEd, American Medical Association, Chicago.	◆
Aug 2017	**“Thinking through Makerspaces.”** Keynote. CPS Googlepalooza and Techtalk, Chicago Public Schools.	●◆
Apr 2017	“You Can Make Games!” with R. Schweizer, M. Hale and J. Groot. C2E2, Chicago.	▲
Oct 2016	“You Can Touch This,” with L. Schmiesing. AIGA Design Educators Conference, Bozeman, MT.	■◆
Sep 2016	“The Importance of Making.” Caterpillar Innovation Conference. Invited.	●
Sep 2016	“Hacking the Dash Button.” Milwaukee Maker Faire.	■
Sep 2016	“Making a Makerspace.” Milwaukee Maker Faire.	●
Jun 2016	“Make a Game!” Indy Pop Con, Indianapolis.	▲
May 2016	“Making and Designing for Physical Technology,” with L. Schmiesing. Physics Colloquium, DePaul University. Invited.	■◆
Apr 2016	“The Future of 3D Printing.” Technology Week, Oak Lawn High School.	■
Mar 2016	“Learn to Program.” ChickTech Chicago. Invited.	◆
Nov 2015	“Robotics Workshop.” ChickTech Chicago. Invited.	■◆
Sep 2015	“Fixing Chicago’s Crime Data,” with M. Emerick. O’Reilly Strata + Hadoop World, New York.	
Mar 2015	“How to Make a Makerspace.” Illinois Institute for Rural Affairs Annual Conference, Peoria, IL. Invited.	●
Jul 2014	“Publish Your Indie Game,” with R. Lankenau, D. Laskey and P. Scheff. Midwest Game Developers Summit, Madison, WI.	▲
Jun 2014	“Hacking Games,” with A. Smith. Indy Pop Con, Indianapolis.	▲
Apr 2014	“Publish Your Indie Game,” with R. Lankenau, D. Laskey and D. Finseth. C2E2, Chicago.	▲
Sep 2013	“Games and Hacking,” with R. Lankenau. Software Freedom Day, FreeGeek Chicago. Invited.	▲
Apr 2013	“Chicago Makes Games!” C2E2, Chicago.	▲
Jun 2012	“Making Your Indie Game.” Chicago Tech Week.	▲

Grants and funding

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2026	Lenfest Summer Research Grant, Washington and Lee University. “Teaching Judgment through Building.” $4,500	◆
2025–2026	ACCESS allocation for compute on Jetstream2. Transformer research on legacy game assets.	▲
2025	Lenfest Summer Research Grant, Washington and Lee University. Hardware production and documentation. $4,500	■
2025	VIVA Open Adopt Grant, Virginia’s Academic Library Consortium. Makers’ Workshop. $2,000	◆
2024	**THOTCON 0xD conference badge**, Thotcon NFP. With R. Ristich, B. Schweizer and M. Emerick. $60,000	▲■
2024	Lenfest Summer Research Grant, Washington and Lee University. “This Should Work*: An Analysis of Innovation Ecosystems.” $6,465	●
2023	“Total Solar Eclipse 2024: Engaging Undergraduate Students at DePaul University through High-Altitude Ballooning and Makerspaces.” NASA. Co-PI with B. Beck-Winchatz (PI) and E. Landahl. $84,500	●◆
2022–2023	Mobile Microscope Research, University of Chicago. $20,000	■
2022	SpaceBot IoT Project, two rounds. SpaceBot. $8,000	■
2021	GetMePPE Community Action Grant. $16,700	●
2021	Strong Cities Grant. $6,000	●
2021	1K Makerspace crowdfunding, Inspire DePaul. $5,000	●◆
2020	Emergency Action Fund, Julian Grace Foundation. With T. Steinbach. $25,000	●
2020	Support Award, Accenture and Nation of Makers. $6,000	●
2019	THOTCON 0xB conference badge, Thotcon NFP. $69,000	▲■
2019	THOTCON 0xA conference badge, Thotcon NFP. $40,000	▲■
2019	“Developing a Multi-disciplinary Bachelor of Science in Industrial Design.” Collaborative Instruction Fellow Stipend, DePaul University. Co-PI with N. Matteson and E. Landahl. $12,000	◆
2019	“DePaul Electronics: An Interdisciplinary Model.” Quality of Instruction Council, DePaul University. $6,000	■◆
2018	THOTCON 0x9 badges, Thotcon NFP. $40,000	▲■
2017	Thinking through Making Certification, Caterpillar. $29,900	◆
2017	THOTCON convention badge game, Thotcon. Co-PI with R. Ristich; N. Matteson, partner. $30,000	▲■

Teaching

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Washington and Lee University, 2023–

ENT 1000	**Foundations of Entrepreneurship.** Rebuilt in fall 2026 around students building AI agents for a working organization.	◆
ENT 1090	Entrepreneurship Field Consulting Experience (earlier BUS 198).	●◆
BUS 399	Entrepreneurship Capstone.	◆

BUS 308D	Makers' Workshop. New course.	■◆
BUS 387	Alchemy of Innovation: From Concept to Incubator Gold. New course, Spring Term.	◆
BUS 376	Design Thinking.	◆
BUS 401–4003	Directed Individual Study.	◆

Programs and curricula built

2026	**Entrepreneurship and Design minor**, Washington and Lee. Led the redesign of the entrepreneurship minor, in the catalog from 2026–27.	◆
2026	Maker Program, with the IQ Center, Washington and Lee. Shared workshops and skill certifications across two makerspaces.	■●◆
2024	Entrepreneur in Residence program, Washington and Lee.	●◆
2021	1K Makerspace program, with underserved schools in Chicago.	●◆
2020	Certificate in Innovative Making, DePaul University.	■◆
2019	**B.F.A. in Industrial Design**, DePaul University. Led its creation.	■◆
2017	Thinking through Making certificate, for Caterpillar, Inc.	◆
2016	Designing for Physical Technology minor, DePaul University.	■◆
2016	Summer maker program for teens living in Chicago Housing Authority buildings.	●◆
2015	M.F.A. in Game Design, DePaul University. Contributor.	▲◆

DePaul University, 2015–2023

ID 100	Introduction to Industrial Design. New course.	■◆
ID 101	Metaphysics of Objects. New course.	■◆
ID 104	Haptics. New course.	■◆
ID 105	Digital Manufacturing in Solidworks. New course.	■◆
ID 250	Drawing Techniques for Industrial Design. New course.	■◆
ID 300	History of Industrial Design. New course.	■◆
ID 391	Industrial Design Studio I. New course.	■◆
ID 395	Special Topics: Rewilding in Patagonia. Study abroad. New course.	●◆
ID 396	Industrial Design Senior Capstone. New course.	■◆
EXP 210	Design and Fabrication for Physical Space. New course.	■◆
EXP 250	Hardware Design Basics. New course.	■◆
IPD 230	Thinking Through Making.	■◆
GAM 205	Evolution of Games.	▲◆
GAM 224	Game Design for Non-Majors.	▲◆
GAM 226	Fundamentals of Game Design.	▲◆
GAM 228	Ethics in Computer Games and Cinema.	▲◆
GAM 229	Design Writing and Presentation.	▲◆
GAM 240	Playgramming.	▲◆
GAM 245	Game Development II.	▲◆

GAM 334	The Business of Indie Games. New course.	▲◆
GAM 392	Game Modification Workshop.	▲◆
GAM 597	Topics in Game Design.	▲◆
GAM 399	Independent Study.	▲◆
IT 300	Research Experience.	◆

Service

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Washington and Lee University

2023–	**Director, Connolly Center for Entrepreneurship.**	●◆
2023–	Director, Entrepreneurship Summit (2023, 2025, 2026).	●◆
2024–	Director, Entrepreneur in Residence program.	●◆
2024–	Director, Video Pitch Showcase (2024, 2025, 2026).	◆
2025–	Run the university's Claude Code access for students, faculty and staff.	◆
2024–	Member, Intellectual Property Committee.	
2024–	Member, Johnson Opportunity Grant Committee and Johnson Scholarship Committee.	
2025–	Faculty advisor, golf team.	
2023–2024	Fellow, Mudd Center.	
2023–2024	Member, Community-Based Learning cohort.	●
2024	Co-organizer, Creativate Showcase.	◆
2023	Organizer, University Hackathon.	◆

Profession

2026–	Member, AI committee, IES Abroad.	◆
2024–	Expert panelist, Global Entrepreneurship Monitor USA.	
2024–	Mentor, Techstars.	
2023–	Board of Advisors, Jarvis Innovation Center, DePaul University.	●
2016–2023	Illinois representative, Nation of Makers.	●
2012–2014	President, International Game Developers Association, Chicago.	▲●
	Member, Association for Computing Machinery.	

Community

2024–	Board member, Mountain Gateway Community College Tech School.	●◆
2023–2025	Chair, Midwest committee, Sierra Club National Outings.	●
2019–2022	Founder and director, Illinois PPE Network. Coordinated distributed manufacturing of more than 100,000 face shields for healthcare workers.	■●
2014–2019	Co-founding director, Southland Maker Faire.	●

DePaul University

2019–2023	Program Chair, Industrial Design.	◆
2017–2023	Founding Director, Idea Realization Labs 1 and 2.	■●

2020–2021	School of Design Academic Program Review Working Group.	
2018–2020	Program Assessment Representative.	
2016–2023	Member, Experience Design program committee.	
2016–2023	Advisor, Robotics Club.	■
2016–2019	Member, Game Design search committee.	▲
2015–2020	Member, Game Design program committee.	▲
2016–2017	Advisor, HerCDM. Virtual Reality Club, School of Design.	
2016	Member, DePaul Visiting Designer Series.	
2015–2016	Member, Game Design MFA committee.	▲

Press

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2026	“Making Space for Makerspaces.” *The Columns*, Washington and Lee. Read it	■●
2025	“The Risk is Worth It.” *W&L After Class* podcast.	◆
2024	*The Columns* on the eBioMedicine paper. Read it	■