

**JAYSON MARGALUS  
CURRICULUM VITAE**

Professional Lecturer of Industrial Design  
Professional Lecturer of Game Design  
Faculty Director of Maker Innovation  
School of Design, Jarvis College of Computing and Digital Media  
DePaul University

Founding Director, Spacelab Makerspace NFP  
Founding Partner, Margalus, LLC

**CONTACT**

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**I. EARNED DEGREES**

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

**II. CERTIFICATES**

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

**III. EMPLOYMENT**

2015 – present  
Professional Lecturer of Industrial Design (2019 –)  
Professional Lecturer of Game Design (2015 –)

School of Design, Jarvis College of Computing and Digital Media  
DePaul University

- Founding Faculty Director of Maker Innovation, Idea Realization Labs 1 & 2 (fabrication labs)
- Program Chair, Industrial Design

2013 – present

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 (game design, cinema)

School of Design, Jarvis College of Computing and Digital Media, DePaul University

2010 – 2015

President, Chief Designer

Lunar Giant Studios, Naperville, IL (independent video game developer)

2009 – 2015

President, Chief Programmer

Polymath Workshop, Mokena, IL (software and web developer)

2009 – 2013

Founding Vice President

Workshop 88, Glen Ellyn, IL (non-profit public makerspace)

#### **IV. SCHOLARLY ACCOMPLISHMENTS**

##### **A. PRESENTATIONS**

###### **1. KEYNOTE PRESENTATIONS**

Margalus, J. R. (2017, August). “Thinking through Makerspaces.” CPS Googlepalooza + Techtalk. Walter Payton College Prep: Chicago Public Schools.

Margalus, J. R. (2017, September). "Systems Tinkering." Change MedEd. Chicago, IL: American Medical Association.

## 2. INVITED PRESENTATIONS

Margalus, J. R., & Wildeman, R. (2021, June). "DePaul and Connectory Collaboration." Connectory Live. Zoom: Bosch.

Margalus, J. R. (2020, April). "3D Printing PPE. Science from the Frontlines." Online: Chicago Council on Science and Technology.

Margalus, J. R. (2017, October). "Systems Tinkering. Caterpillar Innovation Conference." Peoria: Caterpillar.

Margalus, J. R. (2016, September). "The Importance of Making." Caterpillar Innovation Conference. Online: Caterpillar.

Margalus, J. R., & Schmiesing, L. (2016, May). "Making and Designing for Physical Technology." Physics Colloquium. Lincoln Park Campus: DePaul Physics Department.

Margalus, J. R. (2016, March). "Learn to Program." Loop Campus: ChickTech Chicago.

Margalus, J. R. (2015, November). "Robotics Workshop." Loop Campus: ChickTech Chicago.

Margalus, J. R. (2015, March). "How to Make a Makerspace." Illinois Institute for Rural Affairs Annual Conference. Peoria: Illinois Institute for Rural Affairs.

Margalus, J. R., & Lankenau, R. (2013, September). "Games and Hacking." Software Freedom Day. Chicago, IL: FreeGeek Chicago.

## 3. CONFERENCE PRESENTATIONS

Margalus, J. R. (2022, June). "Metaphysics and Making." NOMCON 2022. Online: Nation of Makers. Author: 1

Margalus, J. R., Rehring, R., & Ristich, R. A. (2021, October). "Hacking the Thotcon oxB Badge." Thotcon oxB. Chicago.

Margalus, J. R. (2021, July). "Open Skills Network Pilot Showcase." OSN Summit. Zoom: Open Skills Network.

Margalus, J. R. (2020, May). "Developing a Distributed Fabrication Network." Global Maker Faire. Online: MAKE.

Margalus, J. R. (2019, May). "Hacking the Thotcon oxA Badge." Thotcon oxA. Chicago, IL.

Margalus, J. R. (2019). "Four Considerations for Educational Makerspaces." CPS Techtalk.

- Margalus, J. R. (2019). "Bits to Atoms." Alumni University. DePaul Loop Campus.
- Margalus, J. R. (2018, October). "Making Makerspaces." Association of Science and Technology Centers Conference. Connecticut: ASTC.
- Margalus, J. R. (2018, October). "Systems Tinkering: Thinking Through Making." Teaching Commons. Chicago: DePaul University Teaching Commons.
- Margalus, J. R. (2018, May). "Creating Conference Badges." Teardown Conference. Portland: Crowd Supply.
- Margalus, J. R. (2018, May). "Making Conference Badges." Thotcon 0x9. Chicago: Thotcon NFP.
- Margalus, J. R., & Schmiesing, L. (2018, March). "Designing for Interaction Beyond the Screen: An Introduction to Physical Computing for Designers." Design Principles and Practices. Barcelona: AIGA.
- Margalus, J. R., Schweizer, R., Hale, M., & Groot, J. (2017, April). "You Can Make Games!" C2E2. Chicago, IL.
- Margalus, J. R. (2016, September). "Hacking the Dash Button." Milwaukee Maker Faire. Milwaukee, WI.
- Margalus, J. R. (2016, September). "Making a Makerspace." Milwaukee Maker Faire. Milwaukee, WI.
- Margalus, J. R., & Schmiesing, L. (2016, October). "You Can Touch This." AIGA Design Educators Conference. Bozeman, Montana.
- Margalus, J. R. (2016, April). "The Future of 3D Printing." Technology Week. Oak Lawn High School: Oak Lawn High School.
- Margalus, J. R. (2016, June). "Make a Game!" Indy Pop Con. Indianapolis, Indiana.
- Margalus, J. R., & Emerick, M. (2015, September). "Fixing Chicago's Crime Data." O'Reilly Strata Hadoop World. New York, New York: O'Reilly.
- Margalus, J. R., Lankenau, R., Laskey, D., & Scheff, P. (2014, July). "Publish Your Indie Game." Midwest Game Developers Summit. Madison, WI.
- Margalus, J. R., Lankenau, R., Laskey, D., & Finseth, D. (2014, April). "Publish Your Indie Game." C2E2. Chicago, IL.
- Margalus, J. R., & Smith, A. (2014, June). "Hacking Games." Indy Pop Con. Indianapolis, Indiana.
- Margalus, J. R. (2013, April). "Chicago Makes Games!" C2E2. Chicago, IL.

Margalus, J. R. (2012, June). "Making Your Indie Game." Chicago Tech Week. Chicago, IL.

## B. OTHER WRITTEN PUBLICATIONS

Margalus, J.R. (2017, August). "6 Things We're Most Excited About at Chicago Southland Mini Maker Faire." *Make Magazine*  
<https://makezine.com/article/workshop/6-things-were-most-excited-about-at-chicago-southland-mini-maker-faire/>

Margalus, J.R. (2016, November). "How Tinkering and "Problem Making" Are Shaking Up Higher Education." *Make Magazine*  
<https://makezine.com/article/education/universities-problem-making/>

Margalus, J.R. (2016, August). "Trebuchets, Projection Mapping, and Near Space at Chicago Southland Mini Maker Faire." *Make Magazine*  
<https://makezine.com/article/maker-news/trebuchets-projection-mapping-and-near-space-at-chicago-southland-mini-maker-faire/>

Margalus, J.R. (2014, October). "How to Start a Makerspace in Small Town America." *Make Magazine*  
<https://makezine.com/article/maker-news/how-to-start-a-makerspace-in-small-town-america-2/>

Margalus, J.R. (2014, September). "Drones, Augmented Reality, and Borg Bouquets at Mokena Mini Maker Faire." *Make Magazine*  
<https://makezine.com/article/maker-news/drones-augmented-reality-and-borg-bouquets-at-mokena-mini-maker-faire/>

Margalus, J.R. (2014, August). "Mokena Mini Maker Faire Call for Makers." *Make Magazine*  
<https://makezine.com/article/maker-news/mokena-mini-maker-faire-call-for-makers/>

## C. EXHIBITIONS OF ARTWORK AND PUBLISHED WORK

Margalus, J. R. (2021). Thotcon oxB Hacker Conference Game Badge. Thotcon Hacker Conference.

Margalus, J. R. (2019). Thotcon oxA Hacker Conference Game Badge. Thotcon Hacker Conference.

Margalus, J. R., Ristich, R., & Newsome, T. (2018). Thotcon ox9 Hacker Conference Game Badge. Thotcon Hacker Conference.

- Margalus, J. R., Schweizer, R., Newsome, T., Villablanca, M., Annin, R., Margalus, J. R., ... Annin, R. (2017). Project DASH, DePaul Student Showcase.
- Margalus, J. R., Matteson, N., Margalus, J. R., & Matteson, N. (2017). Thotcon ox8 Hacker Conference Game Badge. Thotcon Hacker Conference.
- Margalus, J. R. (2016). Dash!
- Margalus, J. R., & Smith, A. I. (2014). Delve Deeper & Project Libity.
- Margalus, J. R. (2014). Big Data Outbreak.
- Margalus, J. R. (2013). Mega Ran: The Game.
- Margalus, J. R. (2013). Delve Deeper.

## V. TEACHING

### A. COURSES TAUGHT

- ID 105 Digital Manufacturing in Solidworks, Fall 2022
- ID 395 Studio I, Fall 2022
- ID 300 History of Industrial Design, Spring 2022
- ID 101 Metaphysics of Objects, Winter 2022
- ID 104 Haptics, Fall 2021
- EXP 210 Design & Fabrication for Physical Space, Spring 2021
- ID 100 Introduction to Industrial Design, Spring 2021
- EXP 250 Hardware Design Basics, Winter 2021
- ID 104 Haptics, Winter 2021
- ID 104 Haptics, Fall 2020
- EXP 250 Hardware Design Basics, Summer 2020
- GAM 399 Independent Study, Spring 2020
- ID 104 Haptics, Spring 2020
- IT 300 Research Experience, Spring 2020
- GAM 334 The Business of Indie Games, Winter 2020
- GAM 597 Topics in Game Design, Winter 2020
- ID 101 Metaphysics of Objects, Fall 2019
- GAM 245 Game Development II, Spring 2019
- GAM 334 The Business of Indie Games, Winter 2019
- GAM 597 Topics in Game Design, Winter 2019
- GAM 392 Game Modification Workshop, Fall 2019
- GAM 205 Evolution of Games, Spring 2018
- GAM 245 Game Development II, Spring 2018
- GAM 399 Independent Study, Spring 2018

IT 300 Research Experience, Spring 2018  
GAM 334 The Business of Indie Games, Winter 2018  
GAM 597 Topics in Game Design, Winter 2018  
EXP 210 Design and Fabrication for Physical Space, Fall 2017  
EXP 250 Hardware Design Basics, Fall 2017  
GAM 240 Playgramming, Fall 2017  
IPD 230 Thinking Through Making, Summer 2017  
GAM 228 Ethics in Computer Games and Cinema, Spring 2017  
IT 300 Research Experience, Spring 2017  
GAM 240 Playgramming, Winter 2017  
GAM 334 The Business of Indie Games, Winter 2017  
GAM 597 Topics in Game Design, Winter 2017  
IT 300 Research Experience, Winter 2017  
EXP 250 Hardware Design Basics, Fall 2016  
GAM 226 Fundamentals of Game Design, Fall 2016  
GAM 240 Playgramming, Fall 2016  
GAM 399 Independent Study, Fall 2016  
GAM 228 Ethics in Computer Games and Cinema, Spring 2016  
GAM 240 Playgramming, Spring 2016  
GAM 399 Independent Study, Spring 2016  
GAM 228 Ethics in Computer Games and Cinema, Spring 2016  
IT 300 Research Experience, Spring 2016  
GAM 229 Design Writing and Presentation, Winter 2016  
GAM 245 Game Development II, Winter 2016  
GAM 334 The Business of Indie Games, Winter 2016  
GAM 597 Topics in Game Design, Winter 2016  
GAM 224 Game Design for Non-Majors, Fall 2015  
GAM 226 Fundamentals of Game Design, Fall 2015  
GAM 240 Playgramming, Fall 2015

**B. CURRICULUM DEVELOPMENT**

Developed new Course ID 105 Digital Manufacturing in Solidworks  
Developed new course ID 300 History of Industrial Design  
Developed new course ID 104 Haptics  
Developed new course ID 101 Metaphysics of Objects  
Developed new course ID 100 Introduction to Industrial Design  
Developed new course EXP 250 Hardware Design Basics  
Developed new course EXP 210 Design & Fabrication for Physical Space  
Developed new course GAM 334 The Business of Indie Games

**C. OTHER TEACHING ACTIVITIES**

- Developed 1K Makerspace program, 2021. (collaboration with underserved schools in Chicago)
- Developed Certificate in Innovative Making, 2020.
- Led the creation of BFA Industrial Design, 2019.
- Developed Thinking through Making certificate for Caterpillar, Inc, 2017.
- Developed and taught summer maker program for teens living in Chicago Housing Authority residential buildings, 2016.
- Developed Designing for Physical Technology minor, 2016.
- Contributed to the development of MFA Game Design, 2015.

**VI. SERVICE**

**A. PROFESSIONAL CONTRIBUTIONS**

- Representative, Nation of Makers Illinois, 2016 – .
- President, IGDA Chicago, 2012 – 2014.

**B. CAMPUS CONTRIBUTIONS**

- SoD APR Working Group, 2020 – 2021.
- Program Chair, Industrial Design PC, 2019–.
- Program Assessment Representative, 2018 – 2020.
- Founding Director, DePaul IRL 1 and 2, 2017 – .
- Virtual Reality Club, School of Design, 2016 – 2017.
- Member, PC Experience Design, 2016 – .
- Member, DePaul Visiting Designer Series, 2016 – .
- Advisor, HerCDM, 2016 – 2017.
- Member, Game Design Search Committee, 2016 – 2019.
- Advisor, Robotics Club, 2016–.
- Member, Game Design PC, 2015 – 2020.
- Member, Game Design MFA Committee, 2015 – 2016.

**C. PUBLIC CONTRIBUTIONS**

- Co-Founding Director, Illinois PPE, 2019 – 2022.
- Co-Founding Director, Southland Maker Faire, 2014 – 2019.
- Founding Director, Spacelab Makerspace NFP, 2013 – .

**D. OTHER CONTRIBUTIONS**

- Member, IDSA



Member, ACM  
Member, Nation of Makers

## VII. GRANTS AND CONTRACTS

### A. GRANTS

Mobile Microscope Research, Funded by University of Chicago May 30, 2022 - Ongoing, awarded May 30, 2022 (\$20,000.00), Funded - In Progress, Sep 2022, PI Jayson Margalus

1K Makerspace Crowdfunding, Funded by Inspire DePaul May 31, 2021 - Ongoing, awarded May 31, 2021 (\$5,000.00), Funded - In Progress, Apr 2021, Other Jayson Margalus

DePaul Electronics: An Interdisciplinary Model, Funded by Quality of Instruction Council June 1, 2019 - June 30, 2020, awarded June 1, 2019 (\$6,000.00), Funded - In Progress, Apr 2019

SpaceBot IOT Project, Second Round, Funded by SpaceBot January 4, 2022 - Ongoing (\$3,000.00), Completed, Jan 2022, Other Jayson Margalus

SpaceBot IOT Project, Funded by SpaceBot September 1, 2022 - Ongoing (\$5,000.00), Completed, Sep 2021, Other Jayson Margalus

GetMePPE Community Action Grant, Funded by GetMePPE May 26, 2021 - Ongoing, awarded May 26, 2021 (\$16,700.00), Completed, Apr 2021, PI Jayson Margalus

Strong Cities Grant, Funded by Strong Cities February 1, 2021 - Ongoing (\$6,000.00), Completed, Jan 2021, Other Jayson Margalus

Support Award, Funded by Accenture and Nation of Makers September 8, 2020, awarded September 8, 2020 (\$6,000.00), Completed, Sep 2020, Other Jayson Margalus

Emergency Action Fund, Funded by Julian Grace Foundation April 14, 2020, awarded April 14, 2020 (\$25,000.00), Completed, Apr 2020, Other Jayson Margalus with Other Theresa Steinbach

Thotcon oxB Conference Badge, Funded by Thotcon NFP November 4, 2019 - Ongoing, awarded November 4, 2019 (\$69,000.00), Completed, Jan 2020, Other Jayson Margalus

Developing a multi-disciplinary bachelor of science in industrial design, Funded by Collaborative Instruction Fellow Stipend March 1, 2019 - Ongoing, awarded March 1, 2019 (\$12,000.00), Completed, Sep 2019, CoPI Nathan Matteson with CoPI Jayson Margalus, CoPI Eric Landahl

Thotcon oxA Conference Badge, Funded by Thotcon NFP May 1, 2019 - July 31, 2019, awarded May 1, 2019 (\$40,000.00), Completed, Jul 2019

Thotcon ox9 Badges, Funded by Thotcon NFP January 1, 2018 - May 31, 2018, awarded January 1, 2018 (\$40,000.00), Completed, Apr 2018, Other

Thinking through Making Certification, Funded by Caterpillar June 1, 2017 - September 30, 2017, awarded June 1, 2017 (\$29,900.00), Completed, Sep 2017, Other Jayson Margalus

Thotcon Convention Badge Game, Funded by Thotcon January 1, 2017 - April 30, 2017, awarded January 1, 2017 (\$30,000.00), Completed, Apr 2017, CoPI Jayson Margalus with Other Nathan Matteson, CoPI Rudy Ristich