

**JAYSON MARGALUS  
CURRICULUM VITAE**

Johnson Professor of Entrepreneurship and Leadership  
Director of the Connolly Center for Entrepreneurship  
Washington & Lee 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**

2023 – present  
Johnson Professor of Entrepreneurship and Leadership  
Director of the Connolly Center for Entrepreneurship

2015 – 2023

Professional Lecturer of Industrial Design (2019 – 2023)

Professional Lecturer of Game Design (2015 – 2023)

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., & Lanckenau, 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 ox9. 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. ACADEMIC JOURNALS AND OTHER WRITTEN PUBLICATIONS

Matteson, N., Margalus, J.R. (in review). " : Entanglement in the digital age." Technology and Deception (provisional title). Cambridge, Under review at MA: MIT Press.

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. (in review). "Validating a low-cost, open-source, locally manufactured workstation and computational pipeline for automated histopathology evaluation using deep learning." Under review at The Lancet Digital Health.

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. (2023). "Validating a low-cost, open-source, locally manufactured workstation and computational pipeline for automated histopathology evaluation using deep learning." bioRxiv.

Margalus, J.R., & Wagner, L. (2018). "You Can Touch This." In: *Frontiers: A Graphic Design Education Reader*.

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-makers-pace-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

BUS 198, Entrepreneurship Field Consulting Experience (Washington and Lee University), Winter 2024

BUS 376 Design Thinking (Washington and Lee University), Winter 2024

BUS 399 Entrepreneurship Capstone (Washington and Lee University), Winter 2024

BUS 198, Entrepreneurship Field Consulting Experience (Washington and Lee University), Fall 2024  
BUS 399 Entrepreneurship Capstone (Washington and Lee University), Fall 2024  
ID 396 Industrial Design Senior Capstone (DePaul University), Spring 2023  
ID 391 Industrial Design Studio I (DePaul University), Spring 2023  
ID 395 Special Topics - Rewilding in Patagonia Study Abroad (DePaul University), Winter 2023  
ID 250 Drawing Techniques for Industrial Design (DePaul University), Winter 2023  
ID 105 Digital Manufacturing in Solidworks (DePaul University), Fall 2022  
ID 395 Industrial Design Studio I (DePaul University), Fall 2022  
ID 300 History of Industrial Design (DePaul University), Spring 2022  
ID 101 Metaphysics of Objects (DePaul University), Winter 2022  
ID 104 Haptics (DePaul University), Fall 2021  
EXP 210 Design & Fabrication for Physical Space (DePaul University), Spring 2021  
ID 100 Introduction to Industrial Design (DePaul University), Spring 2021  
EXP 250 Hardware Design Basics (DePaul University), Winter 2021  
ID 104 Haptics (DePaul University), Winter 2021  
ID 104 Haptics (DePaul University), Fall 2020  
EXP 250 Hardware Design Basics (DePaul University), Summer 2020  
GAM 399 Independent Study (DePaul University), Spring 2020  
ID 104 Haptics (DePaul University), Spring 2020  
IT 300 Research Experience (DePaul University), Spring 2020  
GAM 334 The Business of Indie Games (DePaul University), Winter 2020  
GAM 597 Topics in Game Design (DePaul University), Winter 2020  
ID 101 Metaphysics of Objects (DePaul University), Fall 2019  
GAM 245 Game Development II (DePaul University), Spring 2019  
GAM 334 The Business of Indie Games (DePaul University), Winter 2019  
GAM 597 Topics in Game Design (DePaul University), Winter 2019  
GAM 392 Game Modification Workshop (DePaul University), Fall 2019  
GAM 205 Evolution of Games (DePaul University), Spring 2018  
GAM 245 Game Development II (DePaul University), Spring 2018  
GAM 399 Independent Study (DePaul University), Spring 2018  
IT 300 Research Experience (DePaul University), Spring 2018

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

**B. CURRICULUM DEVELOPMENT**

Revamped course BUS 376 Design Thinking (Washington and Lee  
University)  
Revamped course BUS 198 Entrepreneurship Field Consulting Experience  
(Washington and Lee University)  
Revamped course BUS 399 Entrepreneurship Capstone (Washington and  
Lee University)



Developed new course ID 396 Industrial Design Senior Capstone (DePaul University)

Developed new course ID 391 Industrial Design Studio I (DePaul University)

Developed new course ID 395 Special Topics - Rewilding in Patagonia Study Abroad (DePaul University)

Developed new course ID 250 Drawing Techniques for Industrial Design (DePaul University)

Developed new course ID 105 Digital Manufacturing in Solidworks (DePaul University)

Developed new course ID 300 History of Industrial Design (DePaul University)

Developed new course ID 104 Haptics (DePaul University)

Developed new course ID 101 Metaphysics of Objects (DePaul University)

Developed new course ID 100 Introduction to Industrial Design (DePaul University)

Developed new course EXP 250 Hardware Design Basics (DePaul University)

Developed new course EXP 210 Design & Fabrication for Physical Space (DePaul University)

Developed new course GAM 334 The Business of Indie Games (DePaul University)

**C. OTHER TEACHING ACTIVITIES**

Judged WashU at St. Louis No Code Hacathon, 2023.

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**

Mentor, Techstars, 2024–.

Board of Advisors, DePaul University Jarvis Innovation Center, 2023–.  
President, Margalus, LLC, 2017–.  
Representative, Nation of Makers Illinois, 2016 – 2023.  
President, International Game Developers Assn. Chicago, 2012 – 2014.

**B. CAMPUS CONTRIBUTIONS**

Director, Connolly Center, Washington and Lee University, 2023 –.  
Fellow, Mudd Center, Washington and Lee University, 2023 –.  
Member, Johnson Opportunity Grant Committee, Washington and Lee University, 2024 –.  
Member, Johnson Scholarship Committee, Washington and Lee University, 2024 –.  
Member, Community Based Learning Cohort, Washington and Lee University, 2023 –.  
Organizer, University Hackathon, Washington and Lee University, 2023–.  
Co-Organizer, Creativate Showcase, Washington and Lee University, 2023–.  
Director, Entrepreneurship Summit, Washington and Lee University, 2023.  
School of Design Academic Program Rev. Working Group, DePaul University, 2020 – 2021.  
Program Chair, Industrial Design PC, DePaul University, 2019–2023.  
Program Assessment Representative, DePaul University, 2018 – 2020.  
Founding Director, DePaul Idea Realization Labs 1 and 2, DePaul University, 2017 – 2023.  
Virtual Reality Club, School of Design, DePaul University, 2016 – 2017.  
Member, PC Experience Design, DePaul University, 2016 – 2023.  
Member, DePaul Visiting Designer Series, DePaul University, 2016.  
Advisor, HerCDM, DePaul University, 2016 – 2017.  
Member, Game Design Search Committee, DePaul University, 2016 – 2019.  
Advisor, Robotics Club, DePaul University, 2016– 2023.  
Member, Game Design program committee, DePaul University, 2015 – 2020.  
Member, Game Design MFA Committee, DePaul University, 2015 – 2016.

**C. PUBLIC CONTRIBUTIONS**

Chair, Sierra Club National Outings Midwest, 2023–.

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, Nation of Makers

### **VII. GRANTS AND CONTRACTS**

#### **A. GRANTS**

Margalus, J. (Lead). (2024). Lenfest Summer Research: Summer Research Project. Funded by Washington and Lee University. Award amount: \$6,465 (\$4,500 stipend + \$1,965 expenses). Summer 2024.

Beck-Winchatz, B. (PI), Margalus, J.R. (Co-PI), Landahl, E. (Co-PI).

(2023). Total Solar Eclipse 2024: Engaging Undergraduate Students at DePaul University through High-Altitude Ballooning and Makerspaces. Funded by NASA. Award amount: \$20,000. January 2023 – Ongoing.

Margalus, J. (Lead). (2022). Mobile Microscope Research. Funded by University of Chicago. Award amount: \$20,000. May 30, 2022 – Completed, July 2023.

Margalus, J. (Lead). (2021). 1K Makerspace Crowdfunding. Funded by Inspire DePaul. Award amount: \$5,000. May 31, 2021 – Completed, Jul 2023.

Margalus, J. (Lead). (2019). DePaul Electronics: An Interdisciplinary Model. Funded by Quality of Instruction Council. Award amount: \$6,000. June 1, 2019 – June 30, 2020. Completed, Jul 2022.

Margalus, J. (Lead). (2022). SpaceBot IoT Project, Second Round. Funded by SpaceBot. Award amount: \$3,000. January 4, 2022 – Completed, Jan 2022.

Margalus, J. (Lead). (2022). SpaceBot IoT Project. Funded by SpaceBot. Award amount: \$5,000. Completed – September 1, 2022.

Margalus, J. (PI). (2021). GetMePPE Community Action Grant. Funded by GetMePPE. Award amount: \$16,700. May 26, 2021 – Completed, Apr 2021.

Margalus, J. (Lead). (2021). Strong Cities Grant. Funded by Strong Cities. Award amount: \$6,000. February 1, 2021 – Completed, Jan 2021.

- Margalus, J. (Lead). (2020). Support Award. Funded by Accenture and Nation of Makers. Award amount: \$6,000. September 8, 2020 - Completed, Sep 2020.
- Margalus, J. (Lead), Steinbach, T. (Partner). (2020). Emergency Action Fund. Funded by Julian Grace Foundation. Award amount: \$25,000. April 14, 2020 - Completed, Apr 2020.
- Margalus, J. (Lead). (2019). Thotcon oxB Conference Badge. Funded by Thotcon NFP. Award amount: \$69,000. November 4, 2019 - Completed, Jan 2020.
- Matteson, N. (Co-PI), Margalus, J. (Co-PI), Landahl, E. (Co-PI). (2019). Developing a Multi-disciplinary Bachelor of Science in Industrial Design. Funded by Collaborative Instruction Fellow Stipend. Award amount: \$12,000. March 1, 2019 - Completed, Sep 2019.
- Margalus, J. (Lead). (2019). Thotcon oxA Conference Badge. Funded by Thotcon NFP. Award amount: \$40,000. May 1, 2019 - July 31, 2019. Completed, Jul 2019.
- Margalus, J. (Lead). (2018). Thotcon ox9 Badges. Funded by Thotcon NFP. Award amount: \$40,000. January 1, 2018 - May 31, 2018. Completed, Apr 2018.
- Margalus, J. (Lead). (2017). Thinking through Making Certification. Funded by Caterpillar. Award amount: \$29,900. June 1, 2017 - September 30, 2017. Completed, Sep 2017.
- Margalus, J. (Co-PI), Ristich, R. (Co-PI), Matteson, N. (Partner). (2017). Thotcon Convention Badge Game. Funded by Thotcon. Award amount: \$30,000. January 1, 2017 - April 30, 2017. Completed, Apr 2017.