# Sophia Wood

Systems Engineer, Math Specialist, Random Task Penguin (She/Her)

# Salem, Oregon sophia@fractalkitty.com

## **EXPERIENCE**

## Senior Producer at Brilliant.org

2022 - PRESENT

- Lead creation and coordination among cross-functional teams to produce high-quality math and CS educational content
- Provide innovative ideas for new content, approaches, and interactive design including courses in algebra, coding, and games such as Halfsies

## Coeditor for NCTM - MTLT FLM Journal

 Edit, provide feedback and solicit for manuscripts focused on the intersection of art, music, and experiences tied to a "love of math"

## Math Specialist at SRCS

2018 - PRESENT

2021 - 2024

- On call support and instruction for math, coding, and STEM
- Curriculum research, syllabus development, and coordination

## **Instructor at Village Home**

2016 - PRESENT

 Facilitating classes in STEM, coding, math, and art. Examples: kinetic art, maker projects, STEM RPG, physics (all hands on), science in fiction, engineering, and more

Freelance 2006 - 2023

- Engineering consultant work for multiple toy companies
- Tutoring and instruction

# **Systems Engineer for Northrop Grumman** 2003 - 2014

- Lead for flexible M&S framework/analysis
- Performance analyst for various programs involving flight test, sensors data, international business capture, and proposals.
- Tools lead for models, simulation, analysis, and test
- Software Certification Lead for analysis team
- Program trade study process manager (CMMI-5)
- Specialty support for Survivability , RAM&T, ICDs, root cause analysis, and mission critical observation investigation and solutions

#### **SKILLS**

Creative Thinker
Pedagogical Intuition
Interactive Design
P5.js
Python
Some HTML/CSS

## **LEARNING/HOBBIES**

Elm/Functional programming Generative art Math & Science Data play Birdwatching Fiber Art Service Projects

### **EDUCATION**

Worcester State College BS in Mathematics

#### **LINKS**

**Blog:** fractalkitty.com

Codepen: codepen.io/fractalkitty

SOHaiku: sohaiku.art

One day projects:

Portholes: <u>Porthales.art</u> Game: <u>sumFib.com</u> Poetry: <u>ofAtoms.art</u>

### **A NOTE**

I learn fast.
I love to think.
I enjoy working in teams.
I'm a self-directed, lifelong learner