



ALINE ZIMMERMANN MAYA SIMÕES



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PROFILE

A passionate and dedicated interaction designer with a background in free-choice learning environments and science teaching. Interested in using technology to inspire and engage diverse audiences.

SKILLS AND COMPETENCES

- Museum interpretation
- Project management and coordination
- Development of pedagogical activities
- Prototyping
- Arduino, micro:bit
- Figma, SketchUp
- Multilingual (English, French, Portuguese)

EXPERIENCE

Interaction Designer - Master's Thesis Project | 2023

Malmö University, Sweden & Natural History Museum of Denmark, Copenhagen

- Developed, prototyped and tested a unique exhibition concept, seamlessly blending digital technology and physical experiences
- Demonstrated strong research, project management and creative skills, while meeting academic and professional goals successfully

Learning Support Teacher | 2021 - 2022

Malmö International School, Sweden

- Developed and taught support classes for students aged 12-16

Project Manager - Science Education Activities | 2019 - 2020

Water Interpretation Centre, Laval, Canada – an industrial heritage and science museum

- Led multiple projects to completion, collaborating with teachers, artists and municipalities
- Ensured continued activities during COVID-19 by developing innovative interpretation methods
- Designed, prototyped and tested new educational activities
- Trained and supervised staff (3-6 employees)
- Delivered workshops and activities (students aged 4-17)
- Coordinated workshops and events with schools, municipalities and cultural institutions

Science Educator, Substitute Supervisor | 2014 - 2019

Montreal Science Centre, Canada - an award-winning, world-class science museum

- Contributed to activity and exhibition development and implementation
- Prepared and delivered workshops for school children (4-17-year-olds)
- Facilitated activities in the maker workshop (fab lab) for school groups and the general public
- Served as substitute supervisor, responsible for shift scheduling and planning (staff of 20+)

Animal Care Specialist - Exhibition Spiders: From Fear to Fascination | 2019

Montreal Science Centre, Canada

- Collaborated in installing and dismantling the exhibition
- Cared daily for over 200 arachnids and their invertebrate prey
- Acted as a spokesperson for the exhibit on local and national media

Project Coordinator - Science and Technology | 2015 - 2016

Youth Fusion, Montréal, Canada - a charitable organization whose mission is to contribute to the academic perseverance, employability and civic engagement of young people

- Planned, developed and delivered STEAM activities in a primary school (children aged 8-11)
- Collaborated with teachers and school administration to enhance the science program

Project Assistant - Programs and Activities | 2014 - 2015

Technoscience Network, Canada - NGO that works in building interest in science and technology among young people

- Managed the *Innovators at School* project, and established partnerships with scientists and organizations
- Delivered workshops for the Débrouillards Club (activities for children 4-12-years-old)

EDUCATION

Master's degree in Interaction Design | 2022 - 2023

Malmö University, Sweden

Master's degree in Biology - Ecology and Evolution | 2011 - 2013

University of the State of Rio de Janeiro, Brazil

Double Bachelor's degree in Biology and Science Teaching | 2006 - 2010

University of Brasília, Brazil

- Brazilian teaching licence (science for primary school and biology for secondary school)

OTHER EXPERIENCE

Exhibition Designer - MuséoMix Azur | 2022

Musée des Arts Asiatique, Nice, France

- My team and I developed ChiPlouf, an interactive guided museum visit for families to discover Asian myths & legends through art

Exhibition Designer - MuséoMix Québec | 2019

Museum of Ingenuity Armand Bombardier, Valcourt, Canada

- My team and I revitalized the exhibition design for the room with the Montreal Metro Bogie by installing interactive stations, and scenographic and visual elements