THEO ERICKSON

TEACHER MAKER

Industry Experience

CRASHSPACE — FACILITIES TEAM & WEB ADMIN — OCT 2024 - PRESENT

A Los Angeles Hackerspace

Summary: Oversee daily operations, instruction, and equipment maintenance in a community makerspace, teaching members fabrication skills and creative design applications.

- Teach hands-on laser cutting workshops covering materials, safety, vector design, and creative project fabrication.
- Develop new curriculum for intermediate 3D printing and advanced laser operation courses.
- Maintain and repair key equipment including 3D printers, laser cutters, and CNC tools.
- Collaborate with other instructors to enhance signage, workflow, and user guidance across the shop.
- Mentor members in translating personal project ideas into tangible builds using digital fabrication tools.
- Contribute to community events showcasing accessible maker projects and educational outreach.

CodeCrew — UNITY COURSE CREATOR & INSTRUCTOR — SPRING - SUMMER 2018

Summary: Created and taught beginner Unity game development courses for K–12 students, combining art, programming, and interactive storytelling.

- Designed modular Unity curriculum introducing core development and design principles.
- Led workshops and summer classes teaching logic, graphics, and level design fundamentals.
- Produced lesson kits for schools and libraries to expand access to STEM learning.
- Helped students publish small playable projects, building confidence in coding and creativity.
- Streamlined course content to bridge differences between diverse school technology setups.
- Praised for making technical concepts engaging, clear, and fun for young learners.

Sovereign Axe Studios / Super Evil Megacorp / Deviation Games — TECHNICAL GAME DESIGNER — APRIL 2020 - PRESENT

Summary: Developed game systems in Unreal Engine 5 using C++ and Blueprints, emphasizing creative problem-solving and transferable abstract-thinking skills

- Designed core gameplay systems and rapid prototypes supporting cross-disciplinary development.
- Engineered interactive experiences that balanced technical precision and player creativity.
- Mentored junior developers and guided creative brainstorming through structured prototyping.
- Fostered creativity under technical constraints, an approach reflected in maker education methods.

Skills & Tools

1. Laser Cutting & Engraving: Inkscape vector prep, material handling, safety training, cut/engrave preset creation
2. 3D Printing & CAD: Slicing (Orca, PrusaSlicer), 3d modeling, material testing, troubleshooting, printer maintenance
3. Electronics & Soldering: Circuit design basics, soldering, small repairs, LED and microcontroller assembly
4. Woodworking & Hand Tools: Shop safety, measuring, sanding, finishing, and basic fabrication
5. Game & Interactive Design: Unreal Engine 5 (C++, Blueprints), Unity (C#), Blender modeling, game prototyping.
6. Teaching & Curriculum Design: Lesson planning, presentation, workshop structuring, multi-age instruction

EXAMPLE PROJECTS

1. Personalized door signs, acrylic earrings, ornament engraving workshop
2. Multi-color 3D logo keychains, interlocking mechanical parts, mini display stands
3. Custom LED badge kits, basic soldering tutorials, and teaching soldering classes
4. 3D printer fillament shelving units, halloween coaster post processing,
5. Interactive demos for workshops, game mechanics prototypes, 3D models for 3D printing
6. "Intro to Laser Cutting" class, Unity beginner course, maker camp facilitation

Education

UCSC: BASKIN SCHOOL OF ENGINEERING — BS Computer Science: Game Design