

Curriculum Vitae

Amy Eileen Leidtke, MID (she, her)

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Summary

- Roles: Industrial Designer, Play and Education Consultant, Author, Artist, RISD Educator, Professional Development/Training Provider
- Engaged scholar with over twenty-five years of professional experience in research, participatory design, strategic and master planning, exhibit and product development and design, curriculum design, and public speaking
- Accomplished industrial designer and education consultant with a record of success combining the disciplines of strategic and master planning, ideation and design development, participatory design workshops, project management, and inclusive professional design practice.
- Experience making design accessible, developing educational symposia, salons, institutes, roundtables, exhibits, activities, products, and workshops for people of all ages
- Author of *Leonardo's Art Workshop: Invent, Create, and Make STEAM Projects Like a Genius* (Rockport Publishers, 2019)
- Experienced RISD educator with over twenty-five years of teaching at the undergraduate and graduate levels

Education

- Master of Industrial Design (MID), RISD or Rhode Island School of Design, Providence, RI
Thesis: *Why Collaborate with Children? Principles, Strategies, and Techniques for Inclusive Design*
- Bachelor of Fine Arts (BFA) *cum laude*, Columbus College of Art and Design, Columbus, OH
Major: Industrial Design
- Post baccalaureate courses
Rhode Island College, Providence, RI. Courses: *Philosophy: Ethics and Moral Development; Anthropology: Non-Western Worlds; Economics; and Political Science: American Government*
- The Op-Ed Project, Boston, MA. Course: *Write to Change the World*
- Biomimicry 3.8 Institute, Boston, MA. Course: *Biomimicry in Education*
- RISD Continuing Education, Providence, RI. Courses: *Digital Photography;*

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Navigating the Digital Darkroom (Advanced Adobe Photoshop)

- Writer's Digest University, USA. Course: *Writing the Picture Book*

Key Skills

- **Planning and organization:** Executive planning; ability to make decisions and solve problems; critical thinking; strategic thinking; effective project management; attentive to details; multitasks; creates and executes content strategies
- **Communication:** Ability to communicate with people internal and external to an organization; writes clearly and concisely; listens attentively; openly expresses ideas, negotiates/resolves differences; provides and asks for feedback; offers well-thought-out solutions
- **Management and leadership:** Coaching, counseling, training, and instructing others; makes and implements decisions; manages conflict; enforces policies; sets goals and objectives; aligns goals with expectations; delegates tasks effectively; responsive
- **Design thinking:** Creative, visual, flexible, patient, and curious; problem-solving; analytical; intuitive; heuristic; researching; forecasting; quick learning; resourceful; self-determination; self-motivation
- **Teamwork and Community Development:** Ability to work in interdisciplinary team; collaborative; tolerant; adaptable; diplomatic; inclusive
- **Teaching and Learning in Art and Design:** Passionate about the subject of art and design and culture; devoted educator; develops unique curriculum; sets high expectations for learning outcomes; provides constructive feedback and encouragement; compassionate, patient, inclusive of neuro-diverse learners, defender of diversity, responsive to changing conditions of the classroom; experience teaching in-person, online, and asynchronously
- **Software:** Adobe Creative Suite, Microsoft Office, Canvas, Vimeo, Miro, Padlet, etc.

Professional Experience

1995 – present **Principal and Owner, Leonardo's Teaching & Learning Workshop (formerly titled Leidtke Design), Providence, RI**

- Design and education consultancy specializing in planning, research, development, and design of innovative, interactive learning and play environments, hands-on educational products, curricula, as well as professional development for K-20 educators
- Emphasize collaborative planning and design process of objects, experiences, and places, resulting in solutions that have more meaning to the people who live with designs
- Guide people, organizations, and businesses to become design thinkers, collaborators, and contributors, bringing sustainable models of stewardship of the things people design through the development of strategic, master, and concept plans
- Develop and facilitate *Design Thinkshop*, a unique design thinking workshop experience for people of all ages; themes include brainstorming, collaboration,

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- empathy, communication, drawing, and design thinking
- Originate and design STEAM-infused learning experiences, activities, and curriculum
- Design projects include play and learning environments, exhibits, children's educational kits/activities, medical equipment, retail displays, and corporate identity systems, with budgets ranging from \$5,000 to \$3,200,000.

Select clients and institutions:

Arbor Day Foundation, Nebraska City, NE
 The Building for Kids, Appleton, WI
 Boston Children's Museum, Boston, MA
 Children's Museum of Indianapolis, Indianapolis, IN
 COSI Toledo, (Ohio's Center of Science and Industry), Toledo, OH
 Earthplace, Westport, CT
 Henry Ford Museum, Dearborn, MI
 Indianapolis Museum of Art, Indianapolis, IN
 Lincoln Children's Museum, Lincoln, NE
 Lincoln Parks and Recreation Department, Lincoln, NE
 London Regional Children's Museum, London, Ontario, Canada
 Mystic Seaport Museum, Mystic, CT
 Simplicity Pattern Co., New York, NY
 Spirit of Ford, Ford Motor Company, Dearborn, MI

- Education projects include thought leadership, consultation regarding integrating arts with academics, STEAM curriculum development and design, project management, professional development for educators and administrators, participatory STEAM workshops for students, strategic planning for inclusive implementation of STEM programs for girls, and grant supervision.

Select clients and organizations:

Brunswick School for Boys, Greenwich, CT
 Convent of the Sacred Heart School for Girls, Greenwich, CT
 Coventry Public Schools, Coventry, RI
 The Country School, Madison, CT
 French American School of Rhode Island, Providence, RI
 Higher Order Thinking (HOT) Schools, Wesleyan University, Middletown, CT
 Peabody Essex Museum, Salem, MA
 RISD Museum, Providence, RI
 Rhode Island State Council of the Arts
 United Way of Rhode Island

2011 - 2019 Faculty member, SmART Schools, USA

- Developed unique arts-infused curricula and facilitate STEM to STEAM institutes for K-16 educators and administrators.

Projects include:

Learning from Leonardo
Colossal Color Fields: Community Mural Project

Bike to the Sea: Community Bike Path Project
Launch: A Toy Design Challenge
Very Visual Voyage: Exploring Nature's Structures
Innovating Minds and Hands: Fetching Design
Seeing and Making Mathematical Paper Structures
Nature-Inspired Innovation: Avian Engineered Architecture
Cascading Cube Constructions
Poly Play: Designing with Polygons and Polyhedra

1994 – 1995 Exhibit Developer/Designer, Jeff Kennedy and Associates, Somerville, MA

- Developed and designed exhibits for Health World Children's Museum, Barrington, IL
- Created concept drawings for exhibits
- Wrote responses to Requests for Proposals
- Co-developed and authored strategic, master, schematic, and detail plans for permanent exhibits
- Made design presentations to clients

1989 – 93 Exhibit Developer/Designer, Children's Museum of Indianapolis, IN

- Researched, planned, and designed temporary, traveling, and permanent museum exhibits with budgets ranging from \$50,000 - \$1 million
- Collaborated with museum educators, exhibit artists, programmers, and curators to co-create create learning and play environments for infants, toddlers, children, teens, and families
- Researched and developed exhibit content
- Conducted focus groups of children, parents, and educators
- Oversaw contracted fabricators to ensure high quality construction of products
- Developed and wrote age-appropriate learning goals and objectives for all exhibits
- Created concept, schematic, and detailed plans drawings of exhibits
- Made live presentations of exhibit proposals to museum, staff, board, families, and constituents
- Developed toys, games and activities for children
- Wrote exhibition label copy
- Created display elements for museum artifacts
- Designed unique exhibit props and sculptures
- Created immersive murals
- Designed costumes

Select projects include:

Dinosaurs temporary exhibit
Generations temporary exhibit
Animals for A to Z Including Me! temporary exhibit
Playspace permanent gallery
Science Works permanent gallery
Xport permanent gallery

What if ... ? permanent gallery
Hands Can traveling exhibit
Public seating furniture design
Temporary exhibit furniture design

1988 – 89 Industrial Designer, Dave Ellies Industrial Design (aka Ellies Design), Columbus, OH

- Researched, developed, and designed products, exhibits, interiors, and graphics for items such as medical and safety products, retail displays, corporate identity systems, and airplane jet interiors
 - Brainstormed concepts for products
 - Created concept drawings for client presentations
 - Generated a list of product names
 - Detailed drawings for fabrication
 - Made design presentations to clients
- Select projects and clients:
 FedEx
 Rotobin
 Flight Safety International

1985 – 88 Exhibit Designer, COSI (Ohio's Center of Science and Industry), Columbus, OH

- Researched, planned, and designed temporary, traveling, and permanent museum exhibits
 - Designed learning and play elements that were internationally licensed and sold to museums, learning and play centers, and malls
 - Worked with museum educators during exhibit strategic and master planning
- Select projects:
The Science of Sports traveling exhibit
Electricity permanent exhibition
Dinosaurs temporary exhibition
Magnetism permanent gallery
Kidspace permanent gallery
Perceptions temporary installation

Teaching Experience

1995 – present Faculty Member and Senior Critic, Department of Industrial Design, Department of Experimental and Foundation Studies, Department of Furniture Design, and Division of Continuing Education Summer Studies, RISD, Providence, RI

Department of Industrial Design

Courses:

Curiosità: Practical Applications for Innovative Thinking
 Design Principles 1 studio
 Design Principles 2 studio

Drawing Boot Camp wintersession course
Graduate Seminar
Graduate Studio 1
Graduate Studio 2
Graduate Studio 3
Graduate ID Thesis
Industrial Design Investigations advanced studio
Introduction to Industrial Design wintersession course
Nature-Inspired Design Innovation wintersession course
Sketching and Rendering for Design

Independent and Collaborative Studies:

Tensegrity Structures
UX/Brand Design
Set Design
Translations Between Industries

MID Thesis Advisor:

Design for Children
Non-Linear Dinner
Bio-Matters
And two or more others (follow-up)

Department of Experimental and Foundation Studies courses:

3D Design studio
Spatial Dynamics studio
Studio Drawing studio

Department of Furniture Design courses:

Drawing for Furniture Design
Portfolio

Division of Continuing Education Summer Studies courses (3 credits):

Introduction to Industrial Design
Sketching and Rendering for Industrial Design
Sketching and Rendering for Design Thinking

Division of Continuing Education, Youth and Family Programs:

3, 2, 1... Blastoff! Water Rockets family design workshop
Edible Edifices family design workshop
Portfolio Preparation course
Anatomy/Figure Drawing course
Cool Contraptions course

2014 – 2018 Faculty Member, Department of English/Cultural Studies, College of Arts and Sciences, Bryant University, Smithfield, RI

Courses:

Design in Contemporary Culture
IDEA Design Thinking

Research Interests

Biomimicry and bio design
 Creativity and neuroscience
 Design and engineering thinking
 Participatory design
 Nature-based play and learning environments
 Design education

Writing

Leidtke, Amy. *Leonardo's Art Workshop: Invent, Create, and Make STEAM Projects Like a Genius*. Rockport Publishers, 2019. Print. www.quartoknows.com

Leidtke, Amy. *Design Connections: Curriculum Tools for Design Education*, a workbook that includes a set of design skill-building projects for middle and high school students. Leidtke Design, 2009. Print.

Educational Symposia

- 2007 – present Co-founder, *Biennial Design Science Symposium*, an interactive meeting of makers, thinkers, practitioners and educators, Providence, RI (an educational symposium organized by the Synergetics Collaborative and the Edna Lawrence Nature Lab at RISD)
 Recent symposium titles and dates:
 STEAM Intelligence, April 15 – 17, 2016
 STEM to STEAM through Synergy: Bridging Morphology, Biomimicry, Sustainability, and Synergetics, January 31 – February 2, 2014
- 2016 Co-Organizer, *Girls in STEM Evening Conference*, Women's Leadership Council, United Way of Rhode Island, Providence, RI, April 14.
- 2014 Co-Organizer and Facilitator, *Biomimicry Education Roundtable*, co-hosted by the Biomimicry Institute and Rhode Island School of Design, Providence, RI

Exhibitions

- 2005 – 2019 Group Exhibition, *Summer Faculty Show*, RISD, Providence, RI
- 2014 – 2018 Group Exhibition, *Rhode Island Art Education Association Annual Exhibition*, Krause Gallery, Moses Brown School, Providence, RI
- 2014 Group Exhibition, *Providence Art Windows*, juried show, Rhode Island Housing Authority, Providence, RI
- 2010 Solo Exhibition, *Color Fields*, AS220 Project Space, Providence, RI

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- 2009 Group Exhibition, *Red Biennial*, juried show, Kathryn Schultz Gallery & University Place, Cambridge Art Association, Cambridge, MA
- 2007 Group Exhibition, *Small Works Show*, juried show, Laconia Gallery, Boston, MA
- 1995 Group Exhibition, *MID Thesis Exhibition*, RISD Museum, Providence, RI
- 1994 Group Exhibition, *Industrial Design Graduate Student Exhibition*, Sol Koffler Gallery, RISD, Providence, RI

Exhibitions Curated

- 2016 *Space Weaving: A Solo Exhibition Featuring Dennis Dreher*, The Nature Lab, RISD, Providence, RI, April 15 – 17, 2016
- 2015 - 2016 *Tangible Thinking: The Intersection of Art, Design, Math, and Science*, The VETS Gallery, Veterans Memorial Auditorium, Providence, RI, September 17 – January 16.

Public Speaking

- 2016 “*From Caterpillars to Butterflies: Girls in a World of STEAM Disciplines*,” keynote address, Girls in STEM Evening Conference, Women’s Leadership Council, United Way of Rhode Island, Providence, RI, April 14.
- 2015 “*Drawing Perspectives*,” presenter, TO SEARCH: Investigations of the Virtual and Material Lives of Objects, RISD Museum and Haffenreffer Museum of Anthropology, September 25 – 26.
- 2015 “*Tangible Thinking: The Intersection of Art, Design, Math, and Science, Salon with Artists’ Talks and Panel Discussion*,” emcee and panel moderator, Museum of Art, Rhode Island School of Design, Providence, RI, September 20.
- 2015 “*Advocating for Irresistible Girl-Powered STEAM Learning*,” keynote speaker, National Coalition of Girls’ Schools Conference, Richmond, VA, June 22 – 24.
- 2014 “*Advocating for Strong Arts and Democratic Practice*,” keynote address, Higher Order Thinking Schools Conference, Wesleyan University, Middletown, CT, July 16.
- 2014 “*Promoting Design Thinking: Beyond STEM to STEAM*,” featured speaker, Smarter Minds: Teaching to Think, Create and Innovate Conference, New York, NY, May 9.
- 2014 “*Collaboratively Designing Modular and Skeletal Toy Constructions: A Design Science Exploration*,” designer-in-residence, Peabody Essex Museum, Salem, MA, April 19.
- 2014 “*STEAM Matters: Making a Difference in Education and the Lives of Children*,” featured speaker, National Art Education Association Convention, San Diego, CA, March 29.
- 2014 “*Investigating Minds: Empowering Children and Teachers through*

- Design*,” keynote address, Rhode Island Science Teachers Association Annual Conference, March 1.
- 2014 “*Star’s First STEAM Project*,” featured presenter, launch of Lexington Elementary School’s first STEAM Fair, Lexington, MA, January 16.
- 2013 “*Why Design? Pedagogical Approaches to Integrating Design Thinking into Curriculum*,” keynote address, French American School of Rhode Island, Providence, RI, October 11.
- 2013 “*Design Thinking for Kids: How Parents, Caregivers, and Teachers Can Support and Promote a Child’s Learning and Development by Giving them Opportunities to Think Like a Designer*,” keynote address, Minds in Motion Conference, sponsored by the Connecticut Association for the Gifted, The Country School, Madison, CT, October 5.
- 2013 21st Century Innovation Teacher Institute, focusing on STEAM and brain-compatible learning strategies, keynote speaker and faculty, The Country School, Madison, CT, June 22 – 24. (Presentation and workshop focused on the value of integrating design thinking and making experiences into core curriculum.)
- 2013 “*How to Build a Forest Discussion*,” panelist, Granoff Creative Art Center Brown University, Providence, RI, February 27.
- 2012 “*The True Story of Nature-Inspired Design Innovation*,” featured speaker, Black Mountain College International Conference, Black Mountain College, Asheville, NC, September 28-30.
- 2012 “*Color Thinking*,” *Museums and 21st-Century Skills: Professional Educator Development*, featured speaker and faculty, Museum of Art, Rhode Island School of Design, Providence, RI, July 18.
- 2012 “*Practical Applications for Assessing Design Thinking*,” featured speaker, Assessment in the Arts Conference, Denver, CO, July 21.
- 2012 “*Seeing and Making Mathematical Paper Structures*,” *featured speaker and faculty*, SmART Schools STEM to STEAM Mini-Institute for Rhode Island Secondary Math and Science Teachers, sponsored by Institute for Computational and Experimental Research in Mathematics (ICERM), Brown University, Providence, RI, May 4.
- 2012 “*Developing a Design Class Rubric*,” presenter, Department of Teaching and Learning in Art and Design, Rhode Island School of Design, Providence, RI, April 30.
- 2012 “*Nature Inspired Design Challenge*,” presenter and faculty, SmART Schools STEM to STEAM Mini-Institute for Rhode Island Secondary Math and Science Teachers, Edna Lawrence Nature Lab, Rhode Island School of Design, Providence, RI, April 27.
- 2012 “*Art and Politics: Where Does Influence Lie?*” presenter, featuring a collaborative art-making project as a means to discuss Americans’ right to Freedom of Expression (First Amendment to the U.S. Constitution), Social Engagement Forum, Rhode Island School of Design, Providence, RI, April 19.
- 2012 “*STEAM-Powered Programs for G6 - 16*,” speaker, GEAR Up

- Conference, New York, NY, February 13.
- 2011 “Innovating Minds and Hands: Practical Applications for Teaching Design Thinking,” speaker, Third Biennial Design Science Symposium, Rhode Island School of Design, Providence, RI, November 11.
- 2011 “Innovating Minds and Hands: Fetching Design,” *Moving Up SmART: Meeting High Standards at the Secondary Level*, presenter and faculty, SmART Schools Summer Institute, East Providence, RI, August 15 – 19.
- 2011 “Innovating Minds and Hands: How Nature Inspires Innovation,” *Industrial Design Principles Studio*, lecturer and curriculum designer, Rhode Island School of Design, Providence, RI, April 19.

Honors

- 2017 RISCA Arts Talk Grant recipient, collaboration with Shea High School
- 2016 RISCA Arts Talk Grant recipient, collaboration with Coventry High School
- 2015 – 16 Andrew W. Mellon Teaching Fellow, Haffenreffer Museum of Anthropology, Brown University, Providence, RI
- 2015 Certificate of Special Recognition from Rhode Island Governor Gina Raimondo for the creation and curation of the exhibition *Tangible Thinking: The Intersection of Art, Design, Math, and Science*, located at The VETS Gallery, contributing to Rhode Island as the State of the Arts.
- 2015 Executive Director Grant, Rhode Island State Council for the Arts
- 2015 Judge, Student Division, Biomimicry Global Design Challenge
- 2014 – 2018 Biomimicry Faculty Fellow, Biomimicry 3.8 Institute
- 2014 – 15 Project Grant, Rhode Island State Council for the Arts
- 2013 – 14 Education Grant, Rhode Island State Council for the Arts
- 2013 – 14 Presidential Faculty Fellow, Rhode Island Campus Compact
- 2012 - present Master Teaching Artist, Rhode Island State Council for the Arts
- 2010 "Arts in Academics" Grant, Rhode Island Foundation
- 1995 Alexander Graham Bell Award for Excellence in Design and Invention, by the faculty of the Department of Industrial Design, Division of Architecture and Design, Rhode Island School of Design
- 1991 The Children's Museum of Indianapolis Award of Excellence, *Animals from A to Z... Including Me!* exhibit
- 1990 National Association of Museum Exhibition Slide Show of Exemplary Exhibits, *Generations* exhibit, The Children's Museum of Indianapolis
- 1988 Student Chapter Merit Award, Industrial Designers Society of America
- 1985 & 1986 Catherine M. Tuttle Scholarship, Columbus College of Art and Design

Designer-in-Residence

- 2011 Jacqueline M. Walsh School for the Performing and Visual Arts, Rhode Island School of Design's Project Open Door, Providence, RI (September

- December)
- 2010 – 2011 Davies Career and Technical High School, Rhode Island School of Design’s Project Open Door, Providence, RI (September – May)
- 2009 – 2010 Davies Career and Technical High School, Rhode Island School of Design’s Project Open Door, Providence, RI (September – May)
- 2008 Hope High School, Providence, RI, Rhode Island School of Design’s Project Open Door, Providence, RI (January – May)

Organizations

Board Member, Providence CityArts! For Youth
 Board Member, Synergetics Collaborative
 Leadership Team Member, Rhode Island STEAM Now Coalition
 Strategic Leadership Team for the Implementation of the Next Generation Science Standards (NGSS), RI Department of Education
 Master Teaching Artist, Rhode Island State Council for the Arts
 Member, American Association of Museums
 Member, American Association of University Women
 Member, American Library Association
 Member, Industrial Designers Society of America (IDSA)
 Member, National Art Education Association
 Member, Rhode Island Art Education Association
 Member, RI Arts & Culture Advisory Committee
 Member, Society of Children’s Book Authors and Illustrators
 Member, Writer’s Guild

Service Activities

- 2021 – present Volunteer, RI Medical Reserve Corps
- 2015 – 2016 Curator and program creator, *Tangible Thinking: The Intersection of Art, Design, Math, and Science*, The VETS Gallery, Veterans Memorial Auditorium, Providence, RI, September 17 – January 16. Gallery Night September 17, October 15, and November 19; Salon with Artists’ Talks and Panel Discussion, September 20; Curatorial Tour, October 10, Tinker Time with the Artists, October 31; and Gallery Artists’ Talks, November 14 and December 5
- 2015 DownCity Design Advisor, project development: The Change Agent Design Thinking Toolkit, Providence, RI
- 2015 – 2017 Mentor, Million Women Mentors, USA
- 2014 – 2018 Strategic Leadership Team Member, Rhode Island STEAM Now Coalition
- 2014 – present Strategic Leadership Team Member, Implementation of NGSS, Rhode Island Department of Education
- 2013 – 2014 Advisor, Rhode Island School of Design and Brown University STEAM Clubs
- 2013 Grant reviewer, Rhode Island State Council for the Arts

2013	Dental assistant, Humanitarian Dental Clinic, Honduras
2009 – present	Advisor, Edna Lawrence Nature Lab, Rhode Island School of Design
2009 – present	Mentor, Project Open Door, Rhode Island School of Design, Providence, RI
2009 – 2016	Community park steward, Carolyn Brassil Memorial Playground, Providence, RI
1990 –1993	Mentor, Big Sisters, Indianapolis, IN

Travel

Canada, China, England, France, Honduras, Hong Kong, Italy, Mexico, Portugal, Scotland, Spain, St. Vincent and The Grenadines

Interests

Leadership, the arts and humanities, design science, sustainability, biomimicry, travel, culture, museums, nature, gourmet cooking, bee-keeping, wine-making, gardening, road biking, hiking, sailing

Languages

Fluent in English, with basic fluency in French and Spanish

References

Available upon request