Becky is the Director of Creative Services at Ideum. She received her BS in Psychology and MS in Biological Sciences from Idaho State University. As an undergraduate and graduate student, she conducted research on topics such as behavioral pharmacology, developmental neurobiology, parasite-host interactions, and stable isotope analysis. During that time, Becky discovered a passion for science communication while teaching undergraduate labs in general biology, ecology, and human anatomy and physiology. Before joining Ideum, she worked as the Education Specialist for the Idaho Museum of Natural History, managing educational programs and designing and implementing digital interactive components for public exhibits. She also has a keen interest in employing digital museum specimens for education and outreach using digital interactives, augmented reality, and virtual reality. In her spare-time she enjoys nature photography and bird watching. Her photography has been featured in various publications, websites, signage, and social media for organizations such as: the Smithsonian Insider, United States Fish and Wildlife Service, Cornell Lab of Ornithology, Grand Teton National Park, and The Nature Conservancy.

Hugh is an Executive Producer at Ideum, where he leads experience development projects and coordinates Ideum’s user experience research. From 2001 to 2016, he was Project Director, Researcher, and Senior Science Writer at San Francisco’s Exploratorium. He led the museum’s Science of Sharing project, an NSF-funded initiative to develop exhibits that allow visitors to experiment with negotiation and collaborative problem-solving and link those experiences to larger societal issues like climate change, international conflict, and environmental sustainability. He was also Co-Curator of the Osher Gallery, which focuses on cognition, social behavior, and the interplay between science, society, and culture, and served as writer, editor, and content developer on the museum’s Mind, Seeing, and Outdoor exhibitions and the Global Climate Change: Research Explorer website. Hugh received a BA in psychology from the University of California and a PhD in social psychology from Indiana University, and served on the faculty at Bates College and San Diego State University. He’s keenly interested in developing new ways to study how people use and learn from exhibits and how they interact and communicate about their experiences.

Braxton is a Senior Programmer at Ideum. He has a BS in physics from Yale University, a PhD in mathematics from The University of Texas at Austin, and an MSc in computer science from Imperial College London. During his time in academia he was involved in research in a wide range of topics in physics and math. More recently, he has worked as a software developer focusing on the creation of innovative educational applications for multitouch devices. In his spare time, he loves to draw and paint, and is a lifelong lover of museums.
Ryan Leonski is a Multitouch Developer at Ideum whose focus is creating awesome experiences on large displays. The years before working at Ideum Ryan forged his way as an indie game developer creating games that have too many cats for mobile and PC. Ryan is currently exploring closing the distance between art and its audience using techniques derived from his work with game design.

Chris is a Media Systems Technician at Ideum, where he works on the design, production, and fabrication of AV and interactive exhibits. He studied in Washington, D.C. at American University, earning a Bachelor of Arts in Audio Production with a minor in Mathematics. Chris has worked in event production and technical support at a variety of places, including a university, a public library, a high school, and dozens of theatres and music venues. He even once had the opportunity to work sound on a TV interview with a sitting President. Outside of work, you’re likely to find Chris writing essays on current events, producing electronic hip-hop, or just palling around with his cat, Monkey.

Nick is a Senior Developer at Ideum. He graduated from UNM with a Bachelor’s degree in History and is in the process of pursuing a Master’s degree in Computer Science. In his free time, he is a private piano teacher working from his home studio, focusing mainly in Impressionist classical music. Nick also spends his time volunteering at the Albuquerque Animal Welfare Department as an adoption counselor and volunteer team mentor.

James works as a Designer and 3D Modeler at Ideum. He is currently studying Entertainment Design and Film at the University of New Mexico. He has worked on numerous projects in design, motion graphics, game development, and quality assurance for the Lowell Space Observatory, Sullivan Brothers Veteran Museum, New York Racing
Association, GestureWorks Gameplay, and others. Outside of the company, James enjoys working as a designer and lead artist for local community projects, animations, and games.

Ally is a software developer for Ideum: this involves testing, giving feedback, and writing applications in QML, C++, and Unity. She has a Bachelor of Science with a focus on Computer Science and a minor in Interdisciplinary Film and Digital Media. Ally has previously worked as an intern where her focus was on GUI's and 3D graphics simulations, as well as shaders and using OpenGL. Her interests are mainly focused on User Interfaces as well as video game design and she has just recently released her first video game online which she made in one semester. In her free time, Ally likes to play video games (especially the Sims) and hang out with friends and family.

Bill is a Creative Technologist at Ideum, bringing unique interactive experiences to life. Bill attended UConn for both undergraduate and graduate school getting a degree in Physics with minors in Digital Arts and Film Studies. He went on to receive an MFA in Digital Media & Design with a focus on Interactive Media and has worked creating large scale interactive experiences for clients ranging from Boston Children’s Hospital to a pre-visualization for a Broadway play. Outside of work you’re likely to find Bill traveling, hiking, biking, skiing, climbing, kayaking, backpacking, photographing, and exploring plenty of other forms of the present participle. Recently he spent 6 months thru-hiking the entire Appalachian Trail which runs roughly 2200 miles from Maine to Georgia and is constantly looking towards continued adventure.