Goutham Marimuthu

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EDUCATION

Stanford University | M.S. Learning, Design & Technology   *Graduated: Dec 2022*

- Thesis Project prepared designers in international development with an equity centered mindset
- *Relevant Coursework:* Intro to Qualitative Research Methods, Needfinding and Systems Change, Studying Expertise, Design Research Independent Study, Sociocultural Practices of the Blues

University of California, San Diego | B.S. Aerospace Engineering   *Graduated: Dec 2019*

- *Relevant Coursework:* Design for Development, Product Design & Entrepreneurship, Ethics in Society, Environmental Challenges: Science & Solutions

SKILLS & COMPETENCIES

Qualitative Research	Mixed Methods Research	Coaching/Teaching	Curriculum Design
Design Research	Research Storytelling	Literature Review	Project Management
Ethnographic Interviews	Qualitative Data Analysis (Reduct/Atlas.ti/Dedoose)	Observational Research	Learning Experience Design

SELECTED EXPERIENCES

[Hasso Plattner Institute of Design at Stanford (d.school)](#) | Lecturer   *Sept 2023 – Present*

I teach both [Needfinding for Systems Change](#) & [Needfinding for Social Impact](#). Both courses prepare graduate students to design for complex social challenges with the tools of ethnographic research

- Developed lesson plans and activities covering interviewing techniques, coding/analysis methods, research ethics, and synthesis processes
- Led weekly discussion sections for 10 students to cover topics like thematic coding, interviewing for culture driven insights, and storytelling within their needfinding projects
- Coached teams in various project stages on data gathering, analysis, synthesis, and iteration

[Quotient Design Research](#) | Qualitative Design Researcher   *March 2022 – Present*

At Quotient, I work with our research team on several research projects to conduct and analyze ethnographic research to uncover people's latent needs within their cultural contexts

- Crafted research plans including screeners, interviews guides, observations, and diary studies
- Conducted over 70 90-minute ethnographic interviews across multiple research projects
- Coded and analyzed raw qualitative data using Reduct to transform data into insights
- Developed research reports to translate research findings into actionable strategies for clients

[Atutu](#) | Cofounder & Board Member   *June 2019 – Present*

I co-founded Atutu, a global nonprofit design studio, to create educational material and humanitarian innovation projects that promote equitable and sustainable community development.

- Designed & directed the Muddy Waters Workshop, a story-based workshop to help learners grow into conscious designers and engineers through reflection & discussion
- Advanced various community partnered projects through envisioning, enacting, and sustaining community driven social change
- Defined and developed Atutu's philosophy and ideology around community-centered co-design accounting for anti-colonialist, equitable, and sustainable practices

INTERESTS

Creative writing, tabletop roleplaying games, books, skateboarding, game development, engineering, coffee, teaching & learning, education technology, indoor plants, and fantasy fiction.