

# Brendan Henrique

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## EDUCATION

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### University of California, Berkeley

*Ph.D. Learning Sciences and Human Development*

Berkeley, CA

August 2021-Present

### Loyola Marymount University

*Masters of Arts in Urban Education*

Los Angeles, CA

June 2019 – May 2021

### University of California, Berkeley

*Bachelors of Arts in Cognitive Science, Minor in Education, High Honors*

Berkeley, CA

August 2015 – May 2019

## RESEARCH EXPERIENCE

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### Research Fellow

*Transformative Learning Technologies Lab*

January 2023 – Present

UC Berkeley and Columbia University

- From Access to Sustainability: Investigating Ways to Foster Sustainable Use of Computational Modeling in K-12 Science Classrooms is an NSF-funded research project that seeks to support and examine the development of computational modeling as a sustained practice in middle school science classrooms.
- Led a team to develop a new biology unit where middle school students are tasked with developing computer code to model photosynthesis.

### Graduate Student Researcher

*Computational Representations in Education Lab*

August 2021 – Present

UC Berkeley

- Current project is about the learning experiences of pre-service teachers enrolled in a Critically Conscious Computer Science course.
- Developed and implemented a novel computer science teacher education curriculum. Used qualitative methods to analyze data from the course such as thematic analysis and inductive coding.

### Undergraduate Researcher

*Hull Research Group*

Fall 2017 – Spring 2019

UC Berkeley

- Studied how middle school students used virtual reality to develop 360-degree stories. Using a human-computer interaction framework, I analyzed student videos to find out what challenges arose with emerging technology within small groups.
- I developed and implemented a digital literacy curriculum using the social network Space2Cre8. Utilizing qualitative research methods, I analyzed the creative process of middle school students when they interact online through video chats and shared video artifacts.

### Lab Manager

*Design for Equity Lab*

Spring 2018 – Spring 2019

UC Berkeley

- Directed a team of undergraduate student researchers in the application of statistical tools toward studying the effectiveness of an adaptive equitable pedagogy framework.
- Utilized design based research to perform multivariate regression models on classroom data to inform instructors on how to best support students' learning needs.

## TEACHING EXPERIENCE

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### Graduate Student Instructor

*UC Berkeley*

Fall 2021- Present

Berkeley, CA

- \* CS10: Beauty and Joy of Computing Fall 2018, Spring 2019, Fall 2021
- \* ED140: The Art of Making Meaning Spring 2022, Fall 2022, Summer 2024
- \* ED144: Practicum in Education Fall 2023, Spring 2024, Summer 2024, Fall 2024, Spring 2025
- \* Computer Science Pre-Service Teacher Program Summer 2022, Summer 2023

### Middle School Science Teacher

*West Contra Costa Unified School District*

June 2019 – June 2021

Pinole, CA

- \* Implemented a NGSS-aligned curriculum for 7th grade science that incorporated the universal design of learning and culturally responsive pedagogy.

- \* Drawing on constructivist approaches, I have engaged students' interests to learn concepts through meaningful science projects, active experimentation, videos, and building scientific models.

## Undergraduate Student Instructor

Fall 2018- Spring 2019

*Computer Science 10*

UC Berkeley

- \* Co-developed and implemented weekly discussion based curriculum for the *Beauty and Joy of Computing*.
- \* Collaborated with the Head-TA to include equitable pedagogy training for lab assistants.
- \* Received Outstanding Graduate Student Award for my dedication to students in CS10.

## AWARDS

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**SIGCSE Graduate Student Competition Winner:** First place winner of the ACM SIGCSE research competition

**Pinto-Fialon Fellowship:** Awarded to doctoral students who have Portuguese ancestry.

**Loyola Marymount Library Graduate Research Award:** Awarded for Masters thesis for quality of research and use of library resources.

**WCCUSD 100 Teachers Award:** Awarded by administrators, families and colleagues to the top 100 educators in the district out of 1700 teachers.

**Outstanding Graduate Student Instructor Award:** Awarded to the top 10 percent of graduate student instructors.

**Top Researcher in Mixed Methods:** Awarded to the best researcher in the Design for Equity Lab who specializes in mixed methods.

## PUBLICATIONS

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**Henrique, B.** (2025, February). *Exploring Critical CS Teacher Education Program Design Through a Science and Technology Studies Approach* [Conference Paper]. Special Interest Group in Computer Science Education Symposium, Pittsburgh, PA, United States.

**Henrique, B.** (2024, June). *"An act of a revolution": Critical Learning Trajectories in a Pre-service Teacher Computer Science Course* [Conference Paper]. International Society of Learning Sciences, Buffalo, NY, United States. <https://doi.org/10.22318/icls2024.115107>

**Henrique, B., Roberto, C., Wilkerson, MH.** (2022). *Who creates our computational worlds? A review of Critically Conscious Computing: Methods for secondary education.* International Journal of Child-Computer Interaction, 35, 100546. <https://doi.org/10.1016/j.ijcci.2022.100546>

**Henrique, B., Altamirano, D., Krikorian, M.** (2021). *The Effect of Labor Differences in Charter and Traditional Public Schools on Teacher Attitudes and Beliefs.* Graduate Library Research Awards. School of Education, Urban Education, Loyola Marymount University. <https://digitalcommons.lmu.edu/glra/awards/2021/4>

## CONFERENCE PRESENTATIONS

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**Henrique, B.** (2024, April). *Understanding How Elementary School PSTs Integrate CS Concepts Into Their Teaching Practice* [Roundtable]. American Education Research Association Annual Meeting, Philadelphia, PA, United States.

**Henrique, B.** (2024, April). *Exploring K-12 Teachers' Trajectories of Engagement with Critically Conscious Computing* [Graduate Student Research Competition]. Special Interest Group in Computer Science Education Symposium, Portland, OR, United States. **First Place Winner**

Fuhrmann, T., **Henrique, B.** (2023, October). *MoDa: Exploring Computational Modeling from a Constructionist Perspective* [Conference Workshop]. FabLearn Conference, New York, NY, United States.

**Henrique, B., Whittle, R.** (2019, March). *Voicing the Local: University-Community Partnerships in the Digital Age* [Conference Session]. UC Links International Conference, Berkeley, CA, United States. <https://uclinks.berkeley.edu/uc-links-international-conferences/2019-uc-links-international-conference>

## MEDIA/PRESS

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Schwartz, S. (2021, November 23). *COVID-19 Is a Science Lesson Waiting to Happen*. *Education Week*. Retrieved from <https://www.edweek.org/teaching-learning/covid-19-is-a-science-lesson-waiting-to-happen/2021/11>

Johnson, S. (2020, December 15). *One more challenge for California teachers in distance learning: All new science curriculum*. *EdSource*. Retrieved from <https://edsources.org/2020/one-more-challenge-for-teachers-in-distance-learning-all-new-science-curriculum/645101>

## EDUCATIONAL OUTREACH AND WORK EXPERIENCE

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### Interim Treasurer

Summer 2020-Present

*Love.Learn.Success*

*Berkeley, CA*

- \* I serve as a voting board member of an after-school nonprofit that works toward learning experiences for under-served children in the East Bay Area of California.
- \* Advises board president on decisions relating to the long term growth of the organization in terms of employees, students and school sites.
- \* LoveLearnSuccess has now grown to over 9 after school sites across the Bay Area

### Computer Science Education Intern

December 2021- December 2022

*SAP*

*Palo Alto, CA*

- \* I conducted analysis of artificial intelligence curricula and converted them to an American school context.
- \* I assisted with the development of new educational materials for use with Snap! (a block-based programming language).
- \* I maintained and moderated an active online computer science learning community for Snap.Berkeley.edu

### GRE Content Expert

December 2020- November 2021

*Magoosh*

*Berkeley, CA*

- \* I improved student learning outcomes by developing GRE test preparation questions.
- \* I crafted text explanations for questions and filmed video explanations and lessons. Using user-created data, I adapted explanations and videos to meet student's needs.

### Lecturer

Fall 2015-Spring 2018

*Berkeley Splash*

*Berkeley, CA*

- \* Designed engaging and relevant lectures for visiting high schools students from the Bay Area.
- \* Lecture titles included: *The Real Mysteries of Time Travel* and *A Neurological Case Study in Pediatric Epilepsy*.

## TECHNICAL SKILLS

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**Programming Languages:** Python, Snap!, Stata