steam
Inspiring kids in STEM and Arts subjects www.steam-ed.ie
Leanaí a spreagadh in ábhair STEM agus na nEalaíon

Meet the Co-teachers

steam engineering-in-a-Box

Laura Mainini

► What is your job title?
Principal Research Engineer

► What is involved in your regular day-to-day work?
I play an active part on vibrant international teams. As part of this I enjoy learning about many different cultures and undertaking the work in developing novel technologies for the design of aerospace systems and vehicles. I also enjoy searching for solutions to open mathematical and engineering problems. Before the Covid-19 restrictions, I travelled a lot for work to meet with colleagues all around the world and work together on the development of new technologies. I also work at coordinating projects and collaborative team efforts. I am also involved in mentoring future generations of engineers and scientists.

► What is your favourite part of your work?
I love feeling part of a team and taking active part in the collaborative creative effort to find new solutions. The favourite part of my work is in those exciting times when, after months of work, you realise that your ideas and intuitions work, that you have been the pathfinder for solving a specific problem or developing a particular technology. It is great being able to see the impact of your work in the world.

► What inspired you to be a co-teacher on the STEAM programme?
The opportunity to share the passion for STEAM with youngest generations and be inspired by them and their enthusiasm.

► What would you like to have achieved by the end of the programme?
I would like to have been supporting, encouraging and further stimulating kids' curiosity for STEAM subjects.

Supporting company: Collins Aerospace

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Giovanni Franzini

► What is your job title?
Principal Research Engineer

► What is involved in your regular day-to-day work?
My job is to solve complex problems in the aerospace domain to either identify innovative technology or improve the existing ones. This requires a thorough understanding of the problem so that it can be stated mathematically and tackled using existing methods or by creating new ones. Thus, I spend my time in writing mathematical equations, developing new algorithms, and transforming them into code that I can simulate or test on real hardware.

► What is your favourite part of your work?
The problems we work on in the research centre require the study and development of innovative methods and/or technologies. The creation process leading to these new solutions is what I enjoy the most. During these moments, I have the chance to create something completely new and original, and at the same time I learn new things, since I usually work together with colleagues with different technical backgrounds.

► What inspired you to be a co-teacher on the STEAM programme?
I discovered my passion for teaching when I was a PhD student. At that time I had the chance to hold lessons for several university courses. Sharing knowledge and my passions was a gratifying experience, especially when I was able to make others passionate about the topics I was working on. That's why when I read about the opportunity of being a co-teacher on the STEAM programme I did not hesitate and I applied immediately.

► What would you like to have achieved by the end of the programme?
I would like to spark the curiosity of the children to learn more about the work performed by researchers of all kinds in the world. I hope to emphasise the importance of research and to inspire the kids to purse this type of career.

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