Difference between revisions of "User:Mrhavens"

Revision as of 00:38, 25 March 2020 (view source)

Mrhavens (talk | contribs)

(→Autobiography: updated link and made minor spelling and grammar corrections)

← Older edit

Latest revision as of 18:32, 18 July 2020 (view source)

Aceat64 (talk | contribs)
(Redirected page to Expelled and Suspended Members)

Line 1:

[[Image:Markhavens_profile2.jpg|right|border|350px]
]

= Mark R. Havens =

Visit my external [https://markhavens.us profile].

-- Social Media Links --

* [http://www.linkedin.com/in/markhavens Linkedin]

* [http://github.com/mrhavens GitHub]

* [http://twitter.com/mrhavens Twitter]

— == Autobiography ==

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# <u>REDIRECT</u>	[[Expelled	and Susper	<u>nded Mem</u>	<u>bers</u>]]

Having been part Corporate Drone, part [http://en.wikipedia.org/wiki/Entrepreneur Entrepreneur, and part [http://en.wikipedia.org/wiki/Citizen_science Citizen Scientist], I've had an eclectic past. Yet, I've embraced the drive to experiment, tinker, and innovate my entire life. My parents were both public school teachers; my father, who had an entrepreneurial drivesince he was a child, ended up retiring as a teacher of http://en.wikipedia.org/wiki/Industrial_technology Industrial Technology and Science while my mother, who was a little more practical and a little less ambitious, retired from teaching http://en.wikipedia.org/wiki/Home_Economics Home Economics. They both set an example by dedicating most of their free time to clubs and communities their entire lives, and think I inherited some of that passion and a desire to share knowledge with others. Between the two of them, I've learned to make everything from candles, ceramics, and clothing, to radios, airplanes, and explosives.

At some point in my early childhood, my passion forked to become mostly dominated by computing, where I continued to experiment and innovate in the world of heaps, stacks, and protocols. At 13, I began to dedicate myself to proving my value to the small business community by offering freelance IT services. At 14, I became engaged in developing the computer hobbyist community, and as a Bulletin Board System Operator, I started the Lower Valley Computer Club in Brownsville, Texas, which eventually grew to over 100 members. This early passion, combined with support from friends and business associates, droveme to incorporate my first consulting company at the age of 19, which I later sold 1998, just prior to the dotcom collapse.

[[File:Mark and makerbot.jpg|left|border|450px]]

Some years later, I started a new company, Virtual Salvage, which helped to pioneer the independent monetization of

[http://en.wikipedia.org/wiki/Virtual_economy virtual economies] such as in the

[http://en.wikipedia.org/wiki/Massively_multiplayer_online_role-playing_game_online_game],

[http://en.wikipedia.org/wiki/EverQuest EverQuest]. At the time, these were untested waters. Nonetheless, while partnered with

[http://en.wikipedia.org/wiki/IGE IGE] (Internet
Gaming Entertainment) and other similar companies,
I made use of my early reverse engineering
experience, while arming myself with a primitive
understanding of machine learning, and churned out
software that I used to help supply
[http://en.wikipedia.org/wiki/Virtual_good virtual
goods] valued at over \$1 Million USD to tens of
thousands of gaming enthusiasts throughout the

[[File:Marks first drone.jpg|right|border|350px]]

world.

In 2010, I spent over a year applying my strengths so that Dallas Makerspace could get off the ground with lofty ambitions. While I was the first to introduce DMS to 3D printing, drones, and aquaponics, I actually spent most of my time doing my fair share of Dallas Makerspace's initial fundraising, recruiting, mentoring, policymaking, culture driving, and public relations, as well as most of the grown-up paperwork stuff that involved contract signing, lawyering, and personal risk-taking that very few others were willing to do at the time. I also did a lot of the initial IT work, which proved to be much easier to delegate once we got our first physical location. Back then, we loathed the pretentiousness of titles, formal positions, and

anything that resembled authority. I miss those days because even though we always had backlash and infighting, we were a true do-ocracy that never had to ask for permission to make things happen. But we were also driven to become the largest Makerspace in the world. As chaos and freedom gave way to order and rules, I think the Dallas Makerspace we have now was well worth the cultural sacrifice. However, I think there are plenty of opportunities to make things even better.

Today, I'm fortunate to have been awarded a [http://ranger.uta.edu/~iahmad/gaann.html fellowship] ([https://markhavens.us/gaann-mirror/index.html mirror]) to pursue a Ph.D. in Computer Science, while also being funded by the Air-Force. I believe that staying involved in a community of like-minded people can greatly assist me in my research. Like other members of Dallas Makerspace, I want to make, create, hack, learn, and discover. But more importantly, I want to share my discoveries with others.

== Interests ==

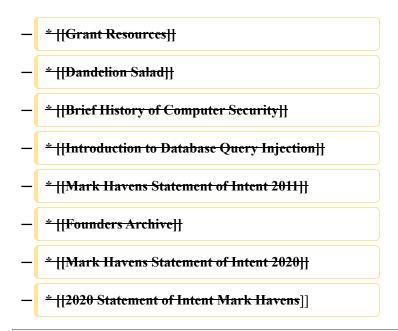
=== Technological ===

- * [https://en.wikipedia.org/wiki/Affective_computing-Affective Computing]
- * [https://en.wikipedia.org/wiki/Machine_learning-Machine Learning]
- ** [http://en.wikipedia.org/wiki/Artificial_intelligence Artificial Intelligence]
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-	* Business
_	* Writing
-	* Law
_	* [http://en.wikipedia.org/wiki/Linguistics Linguistics]
_	* [http://en.wikipedia.org/wiki/Science_Fiction- Science Fiction]
-	* History
-	* Mythology
-	* [http://en.wikipedia.org/wiki/Philosophy Philosophy]
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-	== My Other Pages ==
_	*[[Rules and Policies]]
-	* [[Bylaws of Dallas Makerspace]]



Latest revision as of 18:32, 18 July 2020

Expelled and Suspended Members

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