



Inaugural Maker in Residence Opportunity, Spring 2026

Calling all Makers! Are you a Scientist, Tech Enthusiast, Engineer Artist or Mathematician who wants to share your skills with the community?

San Mateo County Libraries is seeking a **Maker in Residence** to teach, inspire and bring hands-on STEAM learning to community members across San Mateo County. At San Mateo County Libraries, we believe that everyone is a maker. This residency is designed for makers who are passionate about sharing their expertise, teaching others and creating inclusive, community-centered learning experiences through libraries.

About the Maker in Residence Program

The Maker in Residence will work in partnership with our Maker Services team to design and deliver hands-on STEAM experiences for community members of all ages.

This six-month residency emphasizes ongoing engagement, giving library users repeated opportunities to explore an area of STEAM, build skills and grow confidence through making. The Resident Maker will activate our community library spaces through hands-on workshops, self-guided programs, Makermobile visits and office hours providing the public with multiple opportunities to learn from the expertise of our Maker in Residence.

Compensation

- A total Stipend of \$10,000.00 will be provided

Residency Term and Time Commitment

Residency Period: 6-month contract period starting in Spring 2026

Time Commitment: Approximately 10 hours per week, on average, based on a monthly programming schedule

Scheduling will be coordinated with library staff to best serve community needs



Areas of Focus (STEAM)

Applicants should have demonstrated experience in one or more of the following areas:

- Science
- Technology
- Engineering
- Arts
- Mathematics

Interdisciplinary and applied maker approaches are encouraged.

Key Responsibilities

- Design and lead hands-on maker workshops and learning experiences
- Activate library spaces to create engaging maker environments
- Host regularly scheduled office hours to support community learning
- Design and implement passive maker projects
- Support Makermobile programming in collaboration with library staff
- Host an end-of-residency community showcase
- Collaborate with library staff to shape programming that is accessible, inclusive and welcoming
- Foster an environment that encourages creativity, experimentation and lifelong learning

Eligibility Requirements

Applicants must:

- Be 18 years or older
- Have a maker background rooted in a STEAM discipline (Science, Technology, Engineering, Arts and/or Math)
- Be able to commit to the full residency period
- Be available to meet the weekly hour expectations
- Have access to reliable transportation for travel between library and outreach locations
- Successfully complete Live Scan fingerprinting
- Sign a Maker in Residence contract and provide a current W-9 form
- Reside in the SF Bay Area



Preferred Qualifications

- Experience teaching, facilitating or leading workshops or community programs
- Strong communication and instructional skills
- Comfort working with diverse audiences and age groups
- Interest in community-centered programming and collaborative outreach support
- Multilingual skills are strongly encouraged and welcomed
- Reside in San Mateo County

How to Apply

To be considered, applicants must complete **both steps below:**

1. Email a resume and letter of interest describing your expertise in your area of STEAM to makerservices@smcl.org **AND**
2. Submit this **Application Form** [San Mateo County Libraries: Resident Maker Application](#)

Application Deadline: Wednesday, March 4, 2026.

We look forward to reviewing applications and selecting San Mateo County Libraries' first Maker in Residence soon.

Questions? Email [**makerservices@smcl.org**](mailto:makerservices@smcl.org) for additional information.