FACULTY SPOTLIGHT

6 Questions with Dr. Luke Perreault

Assistant Professor, Biomedical Engineering

Tell me about your research interests and why you are passionate about this topic.

My training is in biomaterials and tissue engineering, and I predominantly study and use extracellular matrices in my work to create and inspire different engineered tissues. In short, I develop environments in which we can recreate living tissues: What kind of materials can we use to make scaffolds that cells will respond to and grow inside? How can we design better bioreactors to effectively nurture tissue growth? And so on.

What is your favorite part of your job?

The conversations you get to have with students while you're working in the lab or doing class projects. I get to hear about what they want to do with their careers and learn about their lives and communities. It's the best.

How do you like to spend your free time?

I have two daughters, a 4-year-old and a 3-month-old. Since we've been in SLO, my wife and I have really enjoyed taking them hiking and exploring the area.

What is the most helpful advice you've received?

My dad used to say that even if everything else you try to do crashes and burns, if you made someone else's day a little bit better, then that was a good day.

How do you encourage engineering students to make an impact on the community?

Communicate and listen. There are a million problems in the world and twice as many solutions, but finding them starts with truly understanding and empathizing with other people and the challenges they face.

How do you support the college's commitment to justice, equity, diversity and inclusion?

I love developing opportunities to engage K-12 students in bioscience and engineering and to get undergraduates involved in outreach. Everyone brings a unique perspective to engineering, and it's important for our fields to reflect the diversity of the communities they serve. Sharing our enthusiasm for our work and making communities where engineering can belong to everyone is how we get there.



