Page Durham

Senior Learning Experience Architect | AIPowered Enablement Leader | TEDx Speaker

📍 Culpeper, VA| LinkedIn

🌟 Professional Summary

Seasoned Senior Learning Experience Designer and EdTech strategist with 20+ years of cross-sector expertise in instructional design, curriculum development, educational leadership, and AI-enhanced learning. Proven track record building scalable, inclusive, and human-centered online learning ecosystems across higher education, government, and K–12. Known for designing transformative learning experiences, driving institutional change, and leading AI-powered enablement. TEDx speaker and national AI literacy advocate, specializing in gamification, UDL, and experiential simulations. Trusted collaborator across all levels of education and technology integration.

💡 Core Competencies

- Strategic Learning Design & Enablement Architecture
- GenAI Integration & Intelligent Content Workflows (ChatGPT, Copilot, NotebookLM)
- Curriculum Development for Higher Ed, Government, and Corporate Audiences
- LMS Administration & System Optimization (Canvas, Blackboard, Moodle)
- Gamification, Simulation Design & Scenario-Based Learning
- Faculty Coaching, Professional Development, & Change Management
- Accessibility, UDL, DEIDriven Instructional Practices
- AIPersonalized Microlearning, Job Aids, & Asynchronous Training
- Project & Program Management (SharePoint, Teams, AWS Boards)
- Quality Assurance, Policy Alignment, and Learning Analytics
- Technical Content Creation
- Intelligent Content Workflows (e.g., NotebookLM, Udio, StormAI, Visla)
- AI-Powered Assessment & Learning Analytics
- Stakeholder Engagement & Client Relationship Management
- Strategic Planning & Change Management
- Performance Measurement & Backward Design
- Gagne's 9 Events, Constructivism, Cognitivism
- Education Product Roadmapping
- Risk Mitigation in Instructional Contexts
- Policy Development & Ethical AI Use
- Faculty Upskilling & K–12 District Enablement

🧠 Experience

Learning Game & Simulation Specialist
Defense Acquisition University (DAU) | Dec 2024 – Present

- Built simulation systems used by 80K+ professionals; aligned training with DoD acquisition policy and risk-based decision-making.
- Led cross-functional design team; served as government lead for experiential learning.
- Delivered award-winning 5-part GenAI workshop series to faculty, instructional staff, and leadership.
- Created and maintained DAU's AI training hub and scenario-based simulations using Storyline, H5P, and Kaltura.
- Developed federal ethics-compliant AI integration strategies; authored internal policy and gamification frameworks.

- Led usability testing and instructional evaluation for simulation effectiveness.
- Delivered presentations on government-stage AI integration strategy.
- Mentored junior instructional designers on AI and gamification best practices.

Chief Academic Officer
ClassFindr | May 2024 – Present

- Directs academic strategy, compliance, and innovation for a college discovery and transfer optimization platform.
- Leads partnerships with credential evaluation services and academic institutions.
- Oversees the development of student-centered transfer tools, quality assurance, and AI-supported advising resources.
- Facilitates webinars and provides thought leadership on higher education trends.
- Responsible for mapping emerging content areas and aligning platform goals to institutional missions.

Senior Instructional Designer
Germanna Community College | Jan 2015 – Dec 2024

- Led 10+ years of instructional design and Canvas LMS administration, supporting over 500 faculty.
- Championed GenAI adoption across 49 school districts, reaching 135+ educators with personalized coaching and national-level workshops.
- Chaired statewide Educational Technology Committee; guided strategic decisions with VCCS Vice Presidents.
- Oversaw implementation of platforms including Zoom, ExamSoft, Simple Syllabus, and CRM systems.
- Built QMaligned course templates, redesigned high DFW courses, and embedded UDL, AI, and DEI frameworks.
- Spearheaded active learning initiatives, remote team mentorship, and onboarding design for new IDs.
- Supervised remote work-study students.
- Collaborated with Vice Presidents across VCCS on policy reform and curriculumn modernization.
- Project lead on developing course design for fully online programs geared for working adults.
- Designed GenAI-supported content development workflows for faculty and instructional staff.

Online Learning Developer & Facilitator
Troy University, Reynolds CC, Germanna CC, Hayes Enterprises | 2005 – 2024

- Developed multimedia-driven courses in digital literacy, technology, and music; designed to improve enrollment and retention.
- Delivered high-impact learning for corporate and higher ed clients through adaptive content and dynamic teaching.

General Music Specialist
Culpeper County Public Schools | 1993 – 2015

- Developed full K–12 music curriculum; implemented countywide cultural music programs and World Drumming units.
- Initiated cyberbullying education initiative; led curriculum modernization to exceed state standards.
- Served as Virginia Music Educators Association Treasurer for 10+ years.
- Designed Title I–friendly culturally responsive music programs with embedded SEL strategies

🎓 Education

- Ed.S. – Administration & Leadership, Liberty University (3.9 GPA)
- M.Ed. – Technology & Curriculum, AIU (4.0 GPA)
- B.M.Ed. – Music Education, Shenandoah University (3.8 GPA)

📜 Certifications & Credentials

- Quality Matters: Master Reviewer, Applying QM Rubric (7th Ed), Course Review Manager, Online Facilitator, QM Coordinator, Peer Reviewer
- ACUE: Writing Effective Prompts (2024), Teaching with AICentered Learning, Empowering Students to Use AI, Active Learning
- Educause: UDL, Microcredentialing (2023), DX Strategy (2021), Inclusive Learning, Humanizing Online Learning
- HyFlex Intensive Training (2022), RSI Training (2021)
- Gamification: Sententia Levels 1 & 2 (2018, 2024)
- Canvas Certified Educator, Google Certified Level 1 & 2, VCCS Online Instructor Certification
- Certificates of Attendance: Navigating AI & Equity (Feb 2024), Elevate GenAI Productivity (Sep 2023)
- FL-IDN Guest Speaker Award (2023)
- VCCS Certified Online Instructor (explicitly stated)
- Certificate for "Fostering a Culture of Belonging" – ACUE (2023)
- Certificate: "Equitable, Engaging, and Inclusive Online Learning" – Educause (2021)
- Certificate: "Promoting Active Learning Online" – ACUE (2021)
- "DX Strategy for the Post-Pandemic World" – Educause (2021)

🧰 Technology & Tools

- LMS: Canvas (Admin), Blackboard, Moodle
- AI/GenAI: ChatGPT, Copilot, Ideogram, NotebookLM, Gamma, Guidee, AI image creation tools
- Authoring & Media: Articulate Storyline, Rise, Camtasia, Genially, Adobe Creative Suite, SnagIt
- Support Tools: Zoom, Teams, Simple Syllabus, Badgr, Web Design, CidiLabs, AR/VR integrations
- D2L, Cornerstone OnDemand
- Gamma.app, Guidee, StormAI, Udio, Visla
- Kahoot!, iWork
- Advanced Google Workspace
- MS Office Trainer
- Badgr Credentialing
- AR/VR integrations

🎤 Presentations & Professional Involvement

- TEDxDAU 2025 – "Level Up or Lose: AI, Gaming, and Acquisition"
- Keynotes – Barry University, Doña Ana Community College
- National Presenter – Educause, ITC, InstructureCon, Quality Matters, OpenEd, FLIDN, New Horizons (2019–2024)
- Leadership – Chair, State Educational Technology Committee (4 years); Member: OER, Accessibility, RSI, Online Ed
- TEDx Talk: The Future of Learning is Human" (if it's distinct from "Level Up or Lose")
- Led statewide K–12 professional learning initiatives for GenAI literacy adoption.

- Designed and delivered national-level webinars on instructional technology, prompt engineering, and AI in higher ed.

🏆 Impact Highlights

- Delivered GenAI training to 135+ educators across 49 districts
- Built simulation systems for 80,000+ federal professionals
- Improved course pass rates by 30% through redesigns
- Delivered 500+ PD sessions on UDL, GenAI, accessibility, and inclusive design
- 5 DAU incentive awards for instructional innovation in under 6 months
- Available for consulting, strategic partnerships, workshops, and keynote engagements in GenAI, LXD, and learning transformation.
- Reduced course development time by 50% using GenAI-supported workflows at DAU.
  Managed transition of 30+ courses across LMS platforms, ensuring zero downtime and improved learner experience.
- Helped develop policies for AI adoption in instructional environments, focusing on accessibility and risk mitigation