

# Shijie Zhu

✉ shijiez0216@gmail.com  
📞 (412) 509-6195  
🌐 <https://daniel-zhuwh.github.io/>

A learning engineer passionate about delivering evidence-based educational products.

## EDUCATION

**Carnegie Mellon University** Aug 2019 - Aug 2020  
Masters of Education Technology & Applied Learning Science (METALS)

**Wuhan University, China** Sep 2015 - June 2019  
B.S. Computer Science and Technology

## WORK EXPERIENCE

### Learning Engineer (Intern)

*CMU - Technology for Effective and Efficient Learning Lab* Sep 2020 - Now

- Based on learning science, redesign and iterate the project.zone and Sail Dashboard, the online learning platform for the course Cloud Computing in CMU.

- Understand current users' pain points using user research methods.

## PROJECTS & EXPERIENCES

### Pangolin - A facilitative learning platform for programming education

*Capstone project* Jan 2020 - Aug 2020

- Researched and investigated the programming education market.
- Designed and iterated Pangolin, a learning platform for middle school programming education.
- Design instructional sample for the platform demo.

### Learning website - How do induction cookers work

*Coursework Project - Tools for Online Learning* Jan 2020 - May 2020

- Used the concept of Jigsaw and collaborative learning in learning science to design the instructional content of an instructional website for teaching how an induction cooker works.

### Instructional Design

*Enhancing English Speaking Confidence for non-native K10-12 Students*

Sep 2019 - Dec 2019

- Created a Big Idea project to summarize learning science related tips for instructional designers and educational workers.
- Followed backward design principle to design a 10-hour course to enhance English speaking confidence for non-native K10-12 students

### Off-By-One Error Tutor

*E-learning Design Project* Sep 2019 - Dec 2019

- Wrote learning objectives based on ABCD standard
- Utilized E-learning design principles and conducted cognitive task analysis to design evidence-based online course module. 3 rounds of learner testing were done to refine course design and an A/B testing was done to evaluate an innovative design.

## SKILLS

### Learning Science

Cognitive Task Analysis  
Instructional Design  
Learning Curve Analysis  
Backward Design

### Design & Media

Photoshop, Figma, Filmora,  
Video Editing

### Web Development

HTML, CSS, Javascript, PHP,  
Bootstrap

### Programming Language

Python, Java, Ruby

### Machine learning

Decision Trees, kNN, Linear  
Regression, Neural Networks,  
Deep learning

## COURSEWORK

- E-learning Design Principles
- Tools for Online Learning
- Educational Goals, Instructions and Assessments
- Intro to Machine Learning
- Practical Data Science
- Programming for Online Prototyping

## AWARDS

- METALS Merit Scholarship 2019-2020
- National IoT Design Competition: Second Prize of the National Final 2018