JAMES D. RODGERS

Instructional Designer

614-364-1120 | JDEVIN.RODGERS@GMAIL.COM |San Francisco, CA| linkedin.com/in/jdevinrodgers

SUMMARY

Instructional designer and Generative AI Specialist with 15+ years creating accessible, technology-enhanced learning experiences across higher education, K-12, and nonprofit settings. Skilled in designing online courses using learning management systems like Canvas and applying Universal Design for Learning principles. Experienced supporting faculty in adopting emerging technologies, including AI, and developing inclusive curricula and professional development programs that strengthen teaching practice and improve outcomes for learners.

EDUCATION

City College of San Francisco -Certificate in Data Analytics *(In Progress — Expected Jan 2025)*
Courses: Python, SQL and Database mgmt, data visualization, and Foundations of Data Science with applications across research, education, and data-driven decision making.

Purdue University- Certificate in Generative AI Application — *Nov 2024*
Specialized in LLM architecture, fine-tuning techniques, LangChain frameworks, prompt engineering, retrieval-augmented generation (RAG), multimodal generative AI, reinforcement learning, and programming

Church Divinity School of the Pacific -Master of Divinity — *May 2015*
Organizational and Spiritual leadership, community education, and human centered design research methodologies.

Miami University -Bachelor of Music Education, **Minor: Special Education** — *May 2009*
Emphasis in educational psychology, instructional design, music technology, differentiating Instruction and curriculum development. Graduated with 3.82 GPA.

WORK EXPERIENCE

Music and Technology Teacher | North College Hill MS/HS | Cincinnati, OH | June 2010 – January 2014

- Directed a district-wide rollout of project-based learning and educational technology initiatives, mentoring grades 6–12 educators and securing grant funding that provided 1:1 device access for 425 students, resulting in increased engagement and measurable learning gains.

- Collaborated with higher education and inter-district partners to design culturally responsive, interdisciplinary curricula that connected music education with academic content standards and 21st-century learning competencies

- Led professional development workshops for 40 faculty members, demonstrating strategies for effective technology integration, inclusive instruction, and data-informed approaches to support diverse learners in tech-enabled classrooms.

Program Leader and Pastor | The Episcopal Church | January 2017 – October 2023

- Led the design and implementation of a domain-specific AI solution (custom GPT) for the Episcopal Diocese of Ohio, aligning learning analytics and stakeholder insights with strategic goals to inform needs assessment, guide development, and evaluate impact across 85 congregations.

- Designed and Developed an "AI Literacy for Clergy" course, applying evidence-based instructional design processes to analyze learner needs, design adaptive content, and integrate responsible AI practices into theological research, demographic analysis, mission planning, and workflow automation.

- Designed and implemented blended learning programs for adult and youth learners, combining experiential activities with digital curriculum—engaging 80+ participants nationwide and mentoring three facilitators in learner-centered design, development, and evaluation practices.

- Created interdisciplinary, competency-based learning content integrating visual and performing arts, culturally responsive pedagogy, and place-based community engagement for diverse audiences including faith leaders, educators, families, and civic partners.

Human Data – AI Tutor | XAI | San Francisco, CA | April 2024 – April 2025

- Designed and developed AI training and architecture materials for my team, later refined and adopted into the organization's resource library as onboarding and professional development content serving 200+ annotators.

- Served as education and pedagogy subject matter expert, collaborating with cross-functional partners to analyze learning needs and embed instructional design principles into annotation workflows and user interface design, sustaining 90%+ quality assurance metrics.

- Applied iterative evaluation and feedback processes to refine prompting methods and bias mitigation strategies, strengthening product trust, safety, and adherence to responsible AI standards.

- Partnered with Human Data, Product, Design, and Engineering teams to synthesize insights from 12 user pilots into learner-centered workflow and UX enhancements for the first three versions of xAI's Grok and X.com AI integration.

AI Model Validation Expert Fellow | Handshake AI | Remote | September 2025 - Present

- Review and evaluate Agentic AI ideation and workflows by applying knowledge of Python, machine learning principles, and Linux systems to ensure scientific integrity, ethical compliance, and reliability while identifying strengths, correcting rogue behaviors, and improving agent performance.

- Engineered advanced prompts to evaluate AI reasoning in musicology, assessing model comprehension and application of graduate-level music theory, composition, and historical analysis.

- Applied structured evaluation rubrics to assess AI-generated outputs for accuracy, depth, logical reasoning, and scholarly tone, identifying strengths, misconceptions, and reasoning gaps to guide iterative model refinement.

- Annotated and revised model outputs with domain-specific labels, citations, and contextual notes, contributing to the development of high-quality training data and improved model interpretability.

Additional Information

Certifications & Licenses: Generative AI Specialist (Purdue University & Simplilearn, 2024) · Data Analytics Certificate (City College of San Francisco, in progress — expected Dec 2025) · CA Multi-Subject Elementary; Single-Subject: Music (pending 2025) · OH Music PK–12 (2015) · FL K-6 Elementary (2010)

Technical Skills: LMS (Canvas, Moodle, Google Classroom) · Python · SQL · Visualization · AI-Enhanced Learning Tools · Multimedia Design · Graphic Design Software (Canva, Adobe InDesign, Illustrator and Photoshop)

Core Competencies: Curriculum & Assessment Design · Adult Learning & Facilitation · Virtual/Hybrid Training · Inclusive Pedagogy · Generative AI Prompting · NLP & LLMs · Team Leadership · Stakeholder Collaboration · Universal Design for Learning