



# Kerry Steele-Jones FHEA, MA, BA

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## 👤 Profile

I'm Kerry, a digital media creative who designs clear, human experiences for learning. I work across UX, interaction design, prototyping and XR. My aim is simple: help people meet new technology with confidence.

I bring over a decade of experience in teaching, curriculum development and academic support in higher education. Now I focus on practical onboarding, hands-on workshops, and authoring tools that make complex ideas feel approachable. I care about inclusive practice and playful exploration. Lately, I've been exploring spatial computing, interfaceless design, and AI co-creation, and I'm building up my coding skills so I can create immersive learning resources and prototypes that others can pick up, adapt, and use in class.

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## 💡 Professional Skills

### Digital Learning & Technology:

Experienced in supporting VLEs like Moodle and Canvas, developing learning materials, and guiding students and staff in effective tool use.

### Design & Accessibility:

Skilled in creating intuitive, inclusive digital experiences using Adobe Creative Suite, Figma, WordPress, and Unity.

### Training, Demonstration & Communication:

Delivered demos, training and one-to-one support for academic teams. Known for simplifying complex tools and building confidence.

### Immersive & Interactive Media:

Integrated VR and XR into classroom and workshop settings, supporting storytelling, design thinking, and creative engagement.

### Content Creation & Digital Engagement:

Designed impactful presentations, briefs and web content to enhance student engagement and interactivity.

### Collaboration & Delivery:

Managed projects and partnerships across departments and industries. Worked with Engage and Meta to secure tools for student projects.

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## 📁 Employment History

### Learning Support Assistant (Agency Contract), Eastleigh College

June 2025 (4 weeks)

- Provided one-to-one and small-group support to students in foundation and vocational learning sessions under the guidance of teaching staff.
- Supported students with a range of learning differences, gaining insight into common approaches for maintaining engagement and participation.
- Became familiar with the EHCP process and how individual support plans are used to guide learning and inclusion in FE settings.
- Developed a deeper understanding of FE classroom dynamics, support systems, and the day-to-day practices of the Learning Support team.

## **Senior Lecturer at University of Winchester, Winchester**

2020 – 2025 (MA Programme Leader, 2019 – 2023; Lecturer, 2015 – 2019)

- Led the MA Digital Media Practice as Programme Leader, overseeing curriculum development, quality assurance, module documentation, and a successful full revalidation process aligned with industry and academic standards.
- Designed and delivered inclusive, student-centred teaching across in-person, hybrid, and online formats, using varied approaches to support accessibility, confidence, and learner independence.
- Re-designed core modules to embed iterative design thinking, enabling students to respond creatively to real-world briefs and apply problem-solving skills in dynamic ways.
- Explored the use of immersive and digital tools, including VR, AR, and iPads, to support engagement, particularly for learners who benefit from creative, visual, or multi-sensory approaches.
- Collaborated with internal and external stakeholders to ensure curriculum relevance, compliance with quality frameworks, and positive student outcomes across both undergraduate and postgraduate cohorts.

## **Community Buddy Volunteer – Innovation Volunteers Service, Hampshire County Council**

2019 – 2020

- Supported a young person aged 14-15 who was in foster care and away from their family, helping them access their local community and develop key life skills.
- Provided one-on-one mentorship, often engaging in activities such as spending time in nature to improve their overall mood and build confidence.
- Participated in safeguarding training to ensure appropriate support and care for the young person's needs.
- Collaborated with a Volunteer Coordinator to agree on a match and ongoing support activities tailored to the young person's needs.
- Recorded and shared progress reports to track development and outcomes throughout the Buddy journey.

## **Website Manager (Freelance) at Dodzilla LTD**

2014 – 2023

- Built and maintained websites for prominent local businesses, including The Chesil Rectory (Winchester), Inn the Park (Winchester), and The Three Tuns (Romsey), using WordPress for content management, SEO, and user engagement.
- Developed and executed digital marketing strategies, including social media management, to enhance business visibility and community interaction, driving customer engagement through tailored online experiences.
- Created immersive digital marketing initiatives, such as a holographic treasure hunt using HoloLens technology at the Winchester Wine Festival. This project enhanced customer engagement through interactive experiences, marking my initial venture into immersive technology.
- Maintained freelance work to stay connected with industry trends, ensuring academic and professional projects aligned with evolving digital marketing and technology standards.

## **Web and Operations Manager Website and Operations (eCommerce) at Spotty Green Frog LTD, Winchester**

2006 – 2015

- Led and independently managed all aspects of website operations, accounting, and warehouse logistics, ensuring seamless order processing and consistently high customer satisfaction.

- Developed and implemented digital marketing strategies, including creating HTML marketing newsletters, web banners, product images, and print materials, which significantly enhanced the company's digital presence and expanded its market reach.
  - Optimised eCommerce operations and customer interactions, driving process improvements and enhancing the overall customer experience by streamlining workflows and improving service efficiency.
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## Education

### **Coding Skills Bootcamp, Step 8 Academy, UK**

June 2025 – August 2025

*Part of a structured coding bootcamp focused on practical digital skills, including web development, UX/UI principles, and responsive design. Combines project-based learning with team collaboration and industry-led mentoring.*

### **Immersive Experience Design, UCLA, USA**

May 2025 – June 2025

### **Interaction Design & Prototyping for XR with Unity, Circuit Stream, Canada**

March 2024 – June 2024

### **Instructor Certification in Extended Reality, Edstutia, USA**

September 2022 – December 2022

### **Postgraduate Certificate in Learning & Teaching in Higher Education with Distinction, University of Winchester, Winchester**

2017 – 2018

### **Master Of Arts in Digital Media Practice with Distinction, University of Winchester, Winchester**

2014 – 2015

### **Bachelor Of Arts with Honours in Digital Media Design 1st Class, University of Winchester**

2011 – 2014

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## Early Career Experience

### **Various Roles – New Zealand, South Carolina, and Walt Disney World**

2010 – 2011, 2004 – 2005, 2002 – 2003

- **Tour Manager & Guest Services, Ziptek (New Zealand):** Managed daily operations for outdoor tours, ensuring smooth coordination with lead guides, handling bookings, payments, and customer enquiries. Developed strong communication and customer service skills through direct interaction with guests and affiliates.
- **Kitchen Hand & Housekeeper, Real Journeys and Sherwood Manor Hotel (New Zealand):** Worked in fast-paced hospitality environments, developing adaptability, teamwork, and attention to detail.
- **Server & Bartender, Sea Pines Resort (South Carolina, USA):** Provided exceptional service to guests in fine dining and banquet settings, balancing multiple responsibilities in a high-demand resort environment.
- **Office Services Assistant, County Education Office (UK):** Managed stock control, reception, and general administrative duties, enhancing my organisational and multitasking skills in a professional office setting.
- **Food & Beverage, Epcot Centre, Walt Disney World (Florida, USA):** Participated in Disney's Cultural Representative Program, working as a bartender, food runner, and front-of-house staff at various locations within Epcot Centre.