Nicholas S Gray

EDUCATION

2022: Massachusetts Department of Education
Digital Literacy & Computer Science Teaching License (grades 5-12)
English Language Arts Teaching License (grades 5-12)

2018-2021: Amberton University
Master of Science in Agile Project Management (Software Development Project Management)
3.8 GPA

2012-2017: The University of Alabama, The College of Arts & Sciences
Major: Game Development Education: Interdisciplinary Studies

RELEVANT EXPERIENCE

Elementary and Middle School Teacher
The Korean International School of Hanoi   *February 2021 – Present*
- Conducted norm-referenced assessments to identify target learners for the remedial and gifted programs
- Organized and ran summer camps on a variety of topics such as the solar system, cryptozoology and pseudoscience, natural disasters, computer science, and cooperation and conflict
- Taught primarily grade 5 and 6 ESL, speaking, and writing classes
- Ran coding classes and summer coding camps
- Earned an average of 4.7/5.0 from student feedback
- Earned an average of 4.8/5.0 from parent feedback

Part-time Middle School & High School Teacher
Ban Mai School   *October 2020 – February 2021*
- Taught international courses and regular courses for middle school and high school classes
- Assisted with the implementation of Cambridge IGCSE Global Perspectives
- Participated in English department faculty meetings related to Cambridge IGCSE curriculum adoption
- Taught Cambridge ICT classes for lower secondary classes

On-Call Teacher
Whales English   *October 2019 – October 2020*
- Taught online English classes for kindergarten/primary students
- Conducted trial classes, administered placement tests, and level placements according to the placement test results
- Consistently received 5.0/5.0 feedback from parents and bi-monthly professional evaluations

Freelance English Class Teacher
Various, Vietnam   *October 2019 – November 2019*
- Planned and taught English classes to kindergarten, middle school, high school, and adult students.
- Performed oral testing of students to evaluate their educational progress
- Helped kindergarten students eat, go to the playground/library, and engage in Montessori time
- Organized integrated (cross-curricular) lesson plans between STEAM subjects and English as a Foreign Language/English as a Second Language

Head English Instructor
LCI English Academy, South Korea   *September 2017 – September 2019*
- Taught English writing, speaking, listening, literature, business English, and reading to students ranging, specializing in primary and middle school students (including TOEFL/IELTS test prep)
- Evaluated student learning progress and created subject-targeted lesson plans to ensure skills were being learned at an appropriate rate

- Designed and proctored English exams both for prospective students and to measure student retention as they moved between grade levels
- Led an international trip to Australia and New Zealand for Korean students as part of a study abroad program, taking care of students and leading activities/real-life lessons

Lead Producer/Founder
Game Lab 142, Tuscaloosa, AL   *November 2015 – May 2017*
- Founded a cross-functional software development studio designed to teach undergraduate students the fundamentals of working on an interdisciplinary team.
- Facilitated student development teamwork by leading STEAM workshops and teaching Agile production methods
- Collaborated with a diverse team of student workers using a variety of tools such as Wwise, Unreal Engine 4, Unity, SketchUp, Unity, Minecraft Redstone Circuits, Scratch, SQL/MySQL, and Maya
- Sought and received multiple grants for the project to purchase equipment, fund conference travel expenses, and generate research reports
- Coached students who went on to receive over $150,000 in grant money from various business pitch competitions, several of which appeared on the local state version of Shark Tank, Alabama Upstarts

Peer Coach/Advisor
The University of Alabama, Tuscaloosa, AL   *May 2015 - May 2017*
- Advised between 100-150 incoming freshmen at a time on college class selection
- Fielded questions from parents, undergraduate students, and alumni about The College of Arts & Sciences
- Coached struggling university students on how best to achieve academic and professional success at The University of Alabama

Teaching Assistant (History Gamers/Reacting to the Past/Teacher Cadets)
The University of Alabama, Tuscaloosa, AL   *September 2013 - May 2017*
- Supported the instructor of record with issues related to grading, student evaluations, and textbook selection
- Constructed the course syllabus for each class, abiding by government regulations and university policy
- Taught on the subjects of history, fine art, pedagogy, and game development as supplemental material for undergraduate students

TECHNICAL SKILLS & CERTIFICATIONS

Massachusetts Teaching License in Digital Literacy & Computer Science, Massachusetts Teaching License in English Language Arts, TEFL Certification (160 hours), Python, Scratch, Minecraft Redstone, Java, Javascript, HTLM, Python, Professional Scrum Master 1 Certification (PSM1), extensive experience working concurrently with cross-functional teams, proficient in Agile, Lean, and Scrum software development frameworks, Unreal Engine 4, familiarity with Jira and Trello, an eagerness to learn new techniques and adopt emerging technologies.

SCHOLARSHIPS, AWARDS & GRANTS
- Randall Outstanding Undergraduate Research Award (*nominated*)   *Spring 2017*
- Undergraduate Research & Creative Activity Conference (*recipient*, *presenter*)   *Spring 2017*
- Undergraduate Creativity and Research Grant   *Spring 2016*
- Jeff Levitetz Entrepreneurship Scholarship   *2014, 2015, 2017*
- New College Travel and Creative Activity Grant   *2013, 2015, 2017*