# Xinyuan Ren

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## EDUCATION

**Teachers College, Columbia University**                                                         **New York, US**

*M.A Instructional Technology and Media, GPA: 4.0*                                September 2019 –

- Relevant coursework: *Instructional Design of Educational Technology*, *Computer Problem Solving and cooperative Learning, Online Learning and teaching*
- Research and integrate technology into K12 education, design human-computer interaction for learning.

**East China Normal University (ECNU)**, *GPA: 3.65*                              **Shanghai, China**

*B.A. Philosophy, GPA: 3.65*                                                September 2014 – July 2018

- Relevant coursework: *Educational Philosophy, Western Philosophy After Hegel*
- Award: Outstanding Student Scholarship

**Oxford Summer Institute**                                                          **Oxford, England**

*Exchange Student,GPA:4.0*                                                       3 July - 16 July 2016

## PROFESSIONAL EXPERIENCE

**Thirst Chongqing Office**                                                          **Chongqing, China**

*Education Program Assistant*                                            September 2018 –March 2019

- Devised 5 Wechat-based instructional video courses and 1 interactive games using Camtasia Studio ,completed 30 newsletters, obtaining average 400 page view per project.
- Integrated Multimedia tools (storybird,adobe spark) to instruct over 1000 village students in fourth grade on the global water crisis and improve their learning engagement.
- Liaised with students and social organization to recruit over 150 volunteers in the #Runningdry campaign and conduct Wechat community operations for 1 month.

**Tutor Center, ECNU**                                                              **Shanghai, China**

*English Tutor*                                                               March 2018 – June 2018

- Designed and developed learner-centered training materials in multiple modalities including PDFs, PowerPoints, Videos, web pages, interactive dictionaries to enhance learning effectiveness, and received positive feedback
- Transcribed and led intensive reading on news of video games and movies to support students' initiatives, resulting in 30% improved academic performances
- Collected students' unsatisfactory performances and updated weekly learning progress reports to inform parents of students' performances and maintained good parent-teacher relationship

## DESIGN EXPERIENCE

**Project: Implementing History Empathy in K6-9 History Curriculum**

*Curriculum Designer/Instructional Designer*

- User Research: led the quantitative and qualitative user research, performed literature review of 20+ essays to identify user pain points and analyzed the design of 3 existing curriculum planning models.
- Product Iteration: facilitated prototyping and sketching, created user personas, using TFU framework to test the assumptions and concepts.
- Product Management: conducted user tests to verify the validity and effectiveness, collected data through observations and interviews with 3 critical users , analyzed their needs and feedbacks, revised the products accordingly.

## SKILLS

**Languages:** Mandarin (native), English (fluent, Tofel:110, GRE:325,4.0)

**Learning & Designing Software**: Camtasia Studio, Adobe Premiere, Adobe Captivate, Adobe InDesign, Photoshop, Microsoft Office Suite

**Programming:** Html5, CSS3, JavaScript, Vue.js, Bootstrap, Firebase