Résumé

Profile

• Two decades transforming vision into action as an academic director, active learning innovator, program developer, curriculum designer, and all things creative, with diverse teams and audiences
• Leading teams in designing and delivering active, learner-centered teaching and learning strategies, programs, curricula, assessments, and analytics to optimize efficacy and engagement
• The ability to advance the efficiency, efficacy, and spirit of teams, and craft meaningful, data-driven, human-centered learning experiences that catalyze system-wide change
• A talent for tech, a knack for storytelling, and the vision to transform how organizations engage their audiences and each other

Education

The University of Edinburgh, Moray House School of Education, College of Arts   2017
Edinburgh, Scotland, UK: **Master of Science (MSc), Digital Education** (Honours)
Institutional Strategy for Online Education / Learning Engineering / Education Theory Research / Instructional Design / Learning Technologies / Learning Analytics / Educational Data Mining / Digital Game-Based Learning / Education Equity, Diversity, and Inclusion

Columbia University, Teachers College
New York, NY, USA: **Learning Analytics: Process and Theory**   2016
Educational Data Mining / Intelligent Tutoring Systems / Artificial Intelligence in Human Learning

Stanford University, Center for Computer Research in Music and Acoustics (CCRMA)   2011
Stanford, CA, USA: **Intelligent Audio Systems**
Music Information Retrieval / Data Mining / Human-Computer Interaction / Machine Learning

Gray Area Foundation For The Arts   2011
San Francisco, CA, USA: **Creative Coding**
Creative Coding / Human-Computer Interaction / Music Information Retrieval / Interactive Applications

University of California, Santa Cruz   2007
Santa Cruz, CA, USA: Certificate - **Algorithmic Computer Music** (WACM)

Apple Certified Master Trainer Certification (28 Certifications)   2006
Boston, MA, USA: **Apple Certified Master Trainer**
Technical Reviewer of Logic Pro - Apple Pro Training Series Book and Apple Certification Exams

Ex'pression Center for New Media   2001
Emeryville, CA, USA: **Bachelor of Applied Science (BASc), Sound Arts** (Honors)
Acoustics / Recording / Mixing / Mastering / Sound Design / Post Production / Signal Processing / Electronics / Electronic Composition / Interactive Audio / Multimedia Programming

Education Experience

Unforgettable Learning   San Francisco, CA (Remote)
Learning Engineering, Engagement, and Strategy Consultant   Sept. 2017 – present
Leading corporate and academic teams in designing and delivering active, learner-centered teaching and learning strategies, programs, curricula, assessments, and analytics to optimize efficacy and engagement.

SAE Institute North America   North America (Remote)
North America Director of Learning Design   Jan. 2021 – Nov. 2022
• Founded the Learning Design department for the North America system of colleges from scratch.
• Led learning designers and learning media developers in collaboration with curriculum committees, SMEs, and XFNs to develop and implement creative arts higher education teaching and active learning applications in multiple modalities for 7 North American campuses.
• Served as the institutional expert for online and hybrid learning.
• Led academic and instructional innovation initiatives.
• Led the integration of learning design in the curriculum development of new academic programs and the enhancement of legacy programs.
• Oversaw systemwide learning management systems.
• Ensured institutional accreditation compliance and global educational quality standards.
• DE&I focused.

SAE Expression College   Emeryville, CA
Director of Education   Oct. 2018 – Sept. 2021
• Chief academic and student affairs officer for the campus
• Responsible for managing all aspects of academic operations
• 60+ Program Chairs and faculty, and student body
• Oversaw the Office of the Registrar, Office of Student Affairs, library/learning resource center, learning technology
• Development, implementation and maintenance of internal and external policies, including Standards of Accreditation
• SEVIS principal designated school official (PDSO)
• Programs: Animation and Visual Effects, Game Art, Game Design and Development, Digital Filmmaking, Audio, Sound Arts, Interactive Audio, and Entertainment Business, career preparation, fine arts, core, and general education

Academic Programs Chair   April 2010 – Dec. 2018
• Professor of Audio, Game, Motion Graphics, and Film programs, including Sound Design, Post, Electronic Music, Game Audio, Experimental Composition, Intermedia Installation, Interactive Environment Design, Recording Arts, Signal Processing, Technical and Creative Project Development, Capstone Research & Thesis Advisor
• Developed and managed the rollout of baccalaureate programs across campuses
• College representative for Ed, Tech, and community panels, conferences, and workshops
• Awarded Instructor of the Year. Awarded Faculty Member of the Year
• Responsible for improving KPIs, including measurable student success, new enrollments, attrition, and reentries
• Original Accreditation and renewal experience
• Experienced in U.S. DoE Gainful Employment regulations for Title IV eligible programs
• Experienced in Title IX regulations. Experienced in ADA protections and accommodations
• Designed and executed annual budgets and purchases of $XXM.
• Managed 124,000 square feet of audio/video facilities and equipment across two campuses.
• Advised, planned, and supported Facilities in the design and development of the branch campus and the multi-million-dollar build-out of the main campus.

Executive Director of Professional Training   Sept. 2008 – June 2014
Independently developed and led the professional training and certification branch of the college from the ground up. 221 unique students in the first year. Complete P&L responsibility.

Manager of Program Development   Jan. 2009 – Jan. 2012
Responsible for the development of new academic degree programs.

Academic Course Director and Assistant Professor   June 2002 – April 2010
Oversaw academic courses and taught in the Audio, Game, Motion Graphics, and Film programs.

SAE Institute North America   North America (Remote)
North America Chair of Curriculum Design   Nov. 2015 – March 2019

Led North America team of instructional designers and SMEs in original program development, institutional strategy, compliance, market relevance, articulation, curricula, resources, active teaching and learning tools, and online platforms for Diplomas, Associate, and Bachelor degrees for 9 campuses.

After-School All-Stars   Oakland, CA
Instructional Designer (Volunteer)   Jan. 2018 – Jan. 2019

Developed comprehensive after-school arts programs in underrepresented communities.

San Francisco State University   San Francisco, CA
Lecturer and Curricula Designer   Sept. 2012 – Nov. 2015

Lecturer and Curricula Designer, Graduate and Undergraduate level courses: Sound Design, Advanced Recording & Production, Post Production, Electronic Music, and Game Audio. Student review average: 9.73/10.

Apple Training Hawaii   Kilauea, HI
Executive Director   Feb. 2011 – June 2015

Founded professional certification training centers from the ground up. Oversaw academics and operations. Complete P&L responsibility. Designed programs, courses, curricula, and policy.

Creative Experience

THE STUDI/O   Oakland, CA
Chief Creative   July 1993 – present

Multimedia expert production and consulting: music/sound, games/interactive media, AR/VR, and mixed media composition, design, studio, performance, installation, and production for hundreds of artists and companies, including Apple, Google, LeapFrog, Honor Code, Legends The Game, Robot Invader, Eagre Games, OtoCast, Universal Audio, Ableton, Twisted Tools, iZotope, Imagine Research, Tarpan Studios, WorkforceLogic, Bag End, City of Emeryville, SEAMUS, Peachpit Press, Focal Press, KSFR Santa Fe Public Radio, Shure, SMACNA, 1Light Media, Country Road Films, Harbor Picture Company, Stardust Brands, Alsiona, Mazrine, Massimiliano Giornetti, Salvatore Ferragamo, GQ, Vogue Magazine, PSY, PETA, (dub pioneer) Scientist, Greg Phillinganes, Siedah Garrett, Narada Michael Walden, James Taylor, Carole King, Smokey Robinson, Billy Joel, Sting, Elton John, and Katy Perry.

Independent Artist   March 1991 – present

Electronic and electroacoustic music, light, sound and video design, studio, performance, and mixed media installation.

Country Road Films   Los Angeles, CA
Producer, Composer, Music Supervisor   Feb. 2011 – Aug. 2015

Multimedia production, mastering, composition, and performance for clientele including GQ, Vogue, PSY, and Katy Perry.

Narada Michael Walden - Tarpan Studios   San Rafael/Los Angeles, CA
Producer, Songwriter, Arranger, Recording, Mixing, and Mastering Engineer   July 2001 – Sept. 2004

Worked closely with one of Billboard Magazine's Top Ten Producers of All Time: 57 #1 Hits, multi-GRAMMY, Emmy & multi-Platinum, Producer and Artist Narada Michael Walden. Worked on countless projects, including work for artists James Taylor, Carole King, Smokey Robinson, Greg Phillinganes, Siedah Garrett, Billy Joel, Sting, and Elton John.

"A man for all seasons...from Ahmad Jamal to the hippest in contemporary music, Chris knows how it's done...a whiz with the computer and the drums. Chris has the genius touch." - Narada Michael Walden

KSFR Santa Fe Public Radio   Santa Fe, NM
On Air Host and Show Producer   Sept. 1997 – May 1998

Producer and On-Air Host for prime-time radio shows 'Artist Portrait,' 'Stereo Jelly,' 'Eclecticism,' and 'All Talk Don't Bounce.'

Selected Writings

Augmenting the Reality of Learning Environments   2023
Education Technology Insights

Learning Efficacy of Multimedia in Interactive Augmented Reality Environments   2017
Augmented Reality is an incipient technology rooted in traditional multimedia with attractive applications for education. Mobile devices travel with billions of people globally, and the inherently mobile nature of AR, with its simple and inexpensive implementation relative to the potentialities exhibited for pervasive, personal, and connected learning, indicates that it is poised to supplement the future of multimodal educational dissemination. The present study explored the learning efficacy of multimedia forms within interactive augmented reality environments. The results are important for confirming academic quality when employing emergent practices. This information may be of value for educators, instructional designers, and learners seeking to utilize empirical evidence as the basis of educational design decisions and learning strategies. The study isolated media types within AR experiences and evaluated their efficacy for learning.

Effects of Arts Education and Underserved Communities   2016
This article explores the potential of arts education access and practice and advocates that arts education is integral to human rights, social justice, and intellectual, democratic, and cultural inclusivity with qualities of importance to the empowerment and equity of underrepresented communities.

Adaptive Learning Design Implications: Effects of Multimedia on Learning Efficacy and Cognitive Load
                                                                                        2016
An experimental and data-driven study to inform effective adaptive learning domain model development decisions with an incipient exploration of cognitive load and learning efficacy when utilizing multimedia stimuli. These platforms' systems rely on sophisticated feedback from human interaction, educational theory, learning analytics, and educational data mining. The pilot comprised an overview of the proposed research, relevant literature on orthogonal and intersecting agendas, imbricated methodological experimentation, data processing, and anticipated challenges. Results demonstrate that media types and combinations of media exhibit varying cognitive load, consequently impacting learning efficacy.

Apple Pro Training Series: Logic Pro 9 and Logic Express 9: Professional Audio Production
Peachpit Press   2009
Technical Reviewer for Apple Pro Training Series: Logic Pro 9 and Logic Express 9: Professional Audio Production