

Résumé

PROFILE

- Two decades transforming vision into action as an impactful organizational and education leader and strategist, active and inclusive learning innovator, program developer, learning designer, and all things creative, with diverse teams and audiences
- Leading academic and professional teams in designing and delivering data-informed, active, learner-centered teaching and learning experiences, strategies, programs, curricula, assessments, analytics, and technology to optimize efficacy and engagement, responsive to audience, goals, deadlines, and budget
- 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

Specialties: Education Leadership, Organizational Strategy, Arts Administration, Program Development, Project Management, Student Success, Instructional Technology, Instructional Design, Experiential Learning, Active Learning, Learning and Development, Curriculum Design, Online/eLearning, Creative Technology, Intermedia Production

EDUCATION

Certificate, Computational Thinking for Problem Solving, University of Pennsylvania	2023
Master of Science (MSc), Digital Education (Hons), The University of Edinburgh	2017
Learning Analytics: Process and Theory, Graduate coursework, Columbia University	2016
Intelligent Audio Systems, Post-baccalaureate, Stanford University	2011
Creative Coding, Post-baccalaureate, Gray Area Foundation For The Arts	2011
Certificate, Algorithmic Computer Music (WACM), University of California, Santa Cruz	2007
Apple Certified Master Trainer Certification ACT T3 (28 Certifications), Apple	2006
Bachelor of Applied Science (BASc), Sound Arts (Hons), Ex'pression Center for New Media	2001

EXPERIENCE

September 2017 – present

Learning Engineer

Unforgettable Learning, San Francisco, CA (Remote)

- Lead academic and professional teams in designing and delivering data-informed, active, learner-centered teaching and learning experiences, strategies, programs, curricula, assessments, analytics, and technology to optimize efficacy and engagement.
- Responsive to audience, goals, deadlines, and budget.
- Human-centered design and systematic application of evidence-based principles and methods from educational technology and the learning sciences to create engaging and effective learning experiences, support the difficulties and challenges of learners as they learn, and better understand learners and learning.
- Design and develop learning solutions, leveraging tested instructional design theories, practices, and methods to create learning activities that are engaging, activity-based, and results-oriented.
- Develop and maintain learning solutions that satisfy the needs of a diverse set of learners (instructor-led videos, online courses, quick reference guides, job aids, and performance support)
- Develop design documents, storyboards, scripts, media lists, and assessment tools.
- Translate written content into visual descriptions (graphics, animations, interactive charts and graphs, video-based scenarios) with accuracy and appropriateness.
- Drive effective project management in all projects by identifying scope, key stakeholders, and RACI.

- Deliver and facilitate pilots and train-the-trainer [T3] sessions.
- Perform learning-needs analysis and prescribe appropriate learning experiences to close performance gaps.
- Proficient in adult learning and instructional design methodology.
- Ability to convert technical or complex information into easily used and understandable text and graphics.
- Experience designing and developing Policy training.
- Proficient in designing and developing Virtual Instructor Led training and Blended Learning solutions.
- Proficient in e-learning authoring tools.

January 2021 - November 2022

North America Director of Learning Design

SAE Institute, North America (Remote)

- Founded the Learning Design department for the North America system of colleges from scratch.
- Created more than 400 learning experiences in the first six months while hiring and training a team and establishing the department from the ground up.
- 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 specialist 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.

October 2018 - September 2021

Director of Education

Expression College, Emeryville, CA

- Chief academic and student affairs officer for the campus.
- Led all aspects of academic operations.
- Hired and regularly trained 70+ Program Chairs, administrators, and faculty and supported thousands of students.
- Oversaw the Office of the Registrar, Office of Student Affairs, Library/Learning Resource Center, and all teaching and learning initiatives, facilities, and technology.
- Represented the college and built internal and external federal, state, and local regulatory, accreditation, and community partnerships.
- Created a multi-year strategy to design and implement student-centered active education programs and increase student success from matriculation to graduation and into careers.
- Developed structures for regular data reflection on organizational and student progress and identifying opportunities for action.
- Developed, implemented, and maintained internal and external policies, including Standards of Accreditation.
- SEVIS (SEVP-certified school) 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.

November 2015 - March 2019

North America Chair of Curriculum Design

SAE Institute, North America (Remote)

- Led North America team of instructional designers and SMEs in original program development.
- Led institutional strategy, compliance, market relevance, articulation, curricula, resources, active teaching and learning tools, and online platform initiatives.
- Developed Diplomas, Associate's, and Bachelor's degrees for 9 colleges.

January 2018 - January 2019

Instructional Designer (Volunteer)

After-School All-Stars, Oakland, CA

- Developed comprehensive after-school arts programs in underserved communities.

April 2010 – December 2018

Academic Programs Chair

Expression College, Emeryville, CA

- Directed education and operations of Audio, Sound Arts, and Interactive Audio baccalaureate programs.
- Designed and executed annual budgets and purchases of \$XXM.
- Taught courses in Audio, Game, Motion Graphics, and Film programs, including Sound Design, Post Production, 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.
- Improved 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.
- Extensive policy development and execution experience.
- Managed 124,000 square feet of zero-downtime audio/video facilities and equipment across two campuses.

September 2012 – November 2015

Lecturer and Instructional Designer

San Francisco State University, San Francisco, CA

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

February 2011 – June 2015

Executive Director

Apple Training Hawaii, Kilauea, HI

- Founded professional certification training centers from the ground up.
- In the black P&L for the complete duration of tenure.
- Led academics and operations.
- Designed programs, courses, curricula, instructional tools, and policies.

September 2008 – June 2014

Executive Director of Professional Training

Expression College, Emeryville, CA

- Independently developed and led the college's professional training and certification branch from the ground up.
- 221 unique students in the first year.
- In the black P&L for the complete duration of tenure.
- Authorized Training Center/Partner initiation experience. Apple Gold Level distinction.
- Certification courses in Apple (AATC), Avid (ALP), Ableton (ACTC), Adobe, social media, animation/visual effects, game design, filmmaking, creative coding, electronic music, synthesis, and installation.
- Ongoing training of 40 Pixar artists.
- Accreditation initiation and compliance.
- Hired, trained, and managed faculty and staff, developed curricula, designed instructional tools, executed schedules, budget, enrollment, student advising, social media marketing, and online course development.

January 2009 – January 2012

Manager of Program Development

Expression College, Emeryville, CA

- Developed new academic degree programs, including the college's most populous programs.

June 2002 – April 2010

Academic Course Director and Assistant Professor

Expression College, Emeryville, CA

- Developed and managed academic courses. Taught in the Audio, Game, Motion Graphics, Film programs.