Chris Colatos, Learning Leader

Curriculum Vitae

San Francisco Bay Area
(510) 326-8325
ccolatos@gmail.com
chriscolatos.com
linkedin.com/in/colatoschris

Professional Summary

Innovative education leader with extensive experience in faculty development, instructional design, and competency-based education. As North America Director of Learning Design at SAE Institute, I led large-scale training programs for hundreds of faculty across the USA and Canada, focusing on effective online teaching strategies that enhance student engagement and success. My career has been dedicated to designing and implementing data-driven, scalable professional development programs that align instructional practices with institutional goals. I am passionate about advancing educational quality and equity, particularly in the context of non-traditional, online learning environments.

Specialties: Strategic Leadership in Faculty Development and Onboarding, Competency-Based Education and Andragogy, Online Teaching Strategies and Technology Integration, Quality Assurance and Continuous Improvement in Instructional Practices, Data-Driven Decision Making and Instructional Effectiveness, Professional Development Program Design and Implementation, Stakeholder Collaboration and Change Management, Communication and Engagement in Diverse Academic Environments, Instructional Design for Online Learning, Operational Management of Faculty Processes and Systems, Commitment to Equity, Inclusion, and Diversity in Education.

Skills

Leadership and Faculty Development
- Strategic Leadership in Faculty Development and Onboarding
- Comprehensive Onboarding Processes and Continuous Improvement
- Expertise in Competency-Based Education and Online Teaching
- Quality Assurance in Instructional Practices
- Faculty Support, Engagement, and Retention

Instructional Design and Technology
- Learning Experience Design and Technology Integration
- eLearning and Hybrid Learning Solutions
- Instructional Mapping, Scripting, and Storyboarding
- Digital Accessibility (A11y Champion)
- Learning Analytics and Data-Driven Decision Making
- Articulate Storyline 360, Captivate, Vyond, Camtasia
- Canvas, LTI, Learning Management Systems, Instructional Technology
- SCORM, Action Mapping, ADDIE, SAM, Kirkpatrick

Project Management and Collaboration
- Cross-Functional Project Management

- Strategic Stakeholder Collaboration
- Process Development and Refinement
- High Morale and Team Efficiency
- Jira, Monday, Asana, Trello, Slack, Zoom

Education

[2017] Master of Science (MSc), Digital Education (Honours)
The University of Edinburgh, Moray House School of Education, College of Arts
Institutional Strategy for Online Education / Learning Engineering / Education Theory Research / Instructional Design / Learning Technologies / Learning Analytics / Educational Data Mining / Artificial Intelligence in Learning / Digital Game-Based Learning / Education Inclusion and Accessibility
Dissertation: Learning Efficacy of Multimedia in Interactive Augmented Reality Environments
Examiner: Dr. Rebecca Eynon, University of Oxford

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

[2024] Certificate (in progress), Human-Computer Interaction for UX Design
Massachusetts Institute of Technology, Computer Science and Artificial Intelligence Laboratory (CSAIL)
Learning Design Interaction / Non-Traditional Interaction / Online Collaboration / Media Authoring / Speech Recognition / Rapid Prototyping / Design Heuristics

[2016] Graduate Studies, Learning Analytics / Educational Data Mining
Columbia University, Teachers College
Educational Data Mining / Intelligent Tutoring Systems / Artificial Intelligence in Human Learning
Professors Ryan S. Baker and Dragan Gašević

[2011] Post-baccalaureate non-degree, Intelligent Audio Systems
Stanford University, Center for Computer Research in Music and Acoustics (CCRMA)
Music Information Retrieval / Data Mining / Human-Computer Interaction / Machine Learning

[2011] Post-baccalaureate non-degree, Creative Coding
Gray Area Foundation for the Arts
Creative Coding / Human-Computer Interaction / Music Information Retrieval / Interactive Applications

[2007] Certificate, Algorithmic Computer Music (WACM)
University of California, Santa Cruz
Director, David Cope

[2006] 28 Certifications, Apple Certified Master Trainer Certification
Apple Inc.
- Apple Certified Master Trainer Logic Pro X 10.4, 10.3, 10.2, 10.1, 10.0
- Apple Certified Pro End User Logic Pro X 10.4, 10.3, 10.2, 10.1, 10.0
- Apple Certified Master Trainer Logic Studio 9
- Apple Certified Trainer Logic Pro 9 Adv
- Apple Certified Trainer Logic Pro 9
- Apple Certified Master Pro Logic Studio 9
- Apple Certified Pro End User Logic Pro 9 Adv
- Apple Certified Pro End User Logic Pro 9

- Apple Certified Master Trainer Logic Studio 8
- Apple Certified Trainer Soundtrack Pro 2
- Apple Certified Trainer Logic Pro 8 & Logic Pro 8 Adv
- Apple Certified Master Pro Logic Studio 8
- Apple Certified Pro Soundtrack Pro 2
- Apple Certified Pro End User Logic Pro 8 & Logic Pro 8 Adv
- Apple Certified Trainer Logic Pro 7 & Logic Pro 7 Adv
- Apple Certified Pro End User Logic Pro 7 & Logic Pro 7 Adv

Recent Professional Development Certifications

[2024] Leadership Communication for Maximum Impact: Storytelling
Northwestern University

[2023] Computational Thinking for Problem Solving
University of Pennsylvania

[2023] Data Science Foundations
Google

[2023] IT Program Manager: Accessible Systems & Technology
U.S. Department of Homeland Security

[2023] Section 508 Standards for Web
U.S. Department of Homeland Security

[2023] Trusted Tester Web Certification Program
U.S. Department of Homeland Security

[2023] Authoring Accessible Microsoft Excel Documents
U.S. Department of Homeland Security

[2023] Authoring Accessible Microsoft Office PowerPoint Documents
U.S. Department of Homeland Security

[2023] Authoring Accessible Microsoft Office Word Documents
U.S. Department of Homeland Security

[2023] Authoring Accessible PDF Documents
U.S. Department of Homeland Security

[2023] Procuring Section 508 Conformant Products
U.S. Department of Homeland Security

[2023] Trusted Tester Testing Tools
U.S. Department of Homeland Security

[2023] Professional Member
IAAP - International Association of Accessibility Professionals

[2023] Becoming a Product Manager: A Complete Guide
IIBA

[2023] Advanced Python
LinkedIn

[2023] Agile Instructional Design
LinkedIn

[2023] ClickUp Essential Training
LinkedIn

[2023] Illustrator 2023 Essential Training
LinkedIn

[2023] Instructional Design: Needs Analysis
LinkedIn

[2023] Measuring Learning Effectiveness
Project Management Institute

Professional Experience

Advisory Board Member
Amotions, Inc.
2024 – present
- Advising on the direction of the AI coaching and upskilling platform.

Chief Learning and Development Officer
ASI
2023 – present
- Increased compliance by 180% within six months by auditing the certification records of every employee in the company's history and developing custom tracking software that autonomously notified employees of missing and upcoming credentials, accurately accounted for the complex and ongoing nature of compliance with individually unique certification requirements and varying timelines, all without incurring additional costs.
- Doubled historical employee retention within six months by implementing strategically targeted initiatives, maximizing limited resources and support without incurring additional costs.
- Led the onboarding and certification process, designing and facilitating human-centered orientations and integrating more than 300 new employees within the first year, enhancing their transition and engagement with company culture and processes. A testament to our welcoming culture, orientations were consistently praised as a 'life-changing experience' with an average satisfaction score of 4.94 out of 5.
- Architected and executed comprehensive organizational strategy and impactful learning programs from onboarding to leadership, including conducting more than 220 performance evaluations and resulting coaching sessions in the first year, cultivating a people-centered culture of continuous growth, retention, resilience, satisfaction, upskilling, reskilling, and knowledge, enhancing performance and capabilities through personalized feedback and development plans.
- Designed and facilitated an advanced leadership program for team leaders, focusing on transformative leadership principles, significantly enhancing their management skills, overall team effectiveness, and morale.
- Developed countless SOPs and interdepartmental processes and improved organizational efficiency and efficacy through data-informed evaluation and strategic refinement.
- Empowered an inclusive, empathetic, open culture by fostering an ecosystem that nurtures growth aligned with company values.

Chief Learning Officer
2022 – 2023
Fractional Chief Learning Officer
2018 – 2022
Unforgettable Learning

- Led corporate teams at leading global tech companies and academic teams at prestigious universities in designing and delivering data-informed, active, learner-centered teaching and learning experiences, strategies, programs, curricula, assessments, analytics, accessibility conformance, 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 come to better understand learners and learning.
- Designed learning solutions, leveraging tested instructional design theories, practices, and methods to create learning activities that are engaging, activity-based, and results-oriented.
- Developed and maintained 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).
- Developed design documents, storyboards, scripts, media lists, and assessment tools.
- Translated written content into visual descriptions (graphics, animations, interactive charts and graphs, video-based scenarios) with accuracy and appropriateness.
- Drove effective project management by identifying scope, key stakeholders, and RACI.
- Delivered and facilitated pilots and train-the-trainer [T3] sessions.
- Performed learning-needs analysis and prescribed the appropriate learning experience to close performance gaps.

North America Director of Learning Design
SAE Institute
2020 – 2022

- Founded the Learning Design department for the North America system of digital arts colleges from scratch.
- Created more than 400 media-rich, active 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 into 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.

Director of Education
Expression College
2018 – 2021

- Chief academic and student affairs officer for the campus.
- Led all aspects of academic operations.
- Hired and regularly trained over 70 Program Chairs, department heads, administrators, and faculty while supporting 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.

Academic Programs Chair
Expression College
2010 – 2018
- 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, and Capstone Research and 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.
- 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
Expression College
2008 – 2014
- Independently led and developed the college's professional training and certification division from the ground up.
- Two hundred twenty-one 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.
- Courses/certifications in Apple (AATC), Avid (ALP), Ableton (ACTC), Adobe, social media, animation/visual effects, game design, filmmaking, creative coding, electronic music, synthesis, electronics, projection mapping, and installation.
- Ongoing training of 40 Pixar artists.
- Accreditation initiation and compliance.
- Hired, developed, and managed faculty and staff, as well as developed curricula, instructional design, scheduling, budget, student advising, social media, and online course development.

Program Development Manager
Expression College
2009 – 2012
- Developed new academic degree programs, including the college's most populous programs.

Professor / Academic Course Director
Expression College
2002 – 2010
- Developed and managed academic courses.
- Taught in the Audio, Game, Motion Graphics, and Film programs.

Founder and Producer
THE STUDI/O
1993 – 2021
- 200+ producing, composing, recording, mixing, mastering, sound design, AR/VR, and game credits.
- Lead the organizational vision, strategy, and creative direction.
- Serve as the principal producer and primary liaison to support the goals of hundreds of artists and organizations.
- Drive the planning, project management, and delivery of solutions spanning music and sound, games, interactive media, AR/VR, mixed media composition, design, performance, and installation.
- Partner and produce for high-profile brands, including Apple, Google, LeapFrog, Honor Code, Legends The Game, Robot Invader, Eagre Games, OtoCast, Ableton, Universal Audio, Tarpan Studios, Twisted Tools, iZotope, PETA, Stardust Brands, Harbor Picture Company, GQ, Salvatore Ferragamo, and Vogue.
- Deliver top-quality music and audio production for globally recognized artists, including Greg Phillinganes, Siedah Garrett, Narada Michael Walden, James Taylor, Carole King, Smokey Robinson, Billy Joel, Sting, Elton John, and Katy Perry.

- Music Production
- Music Composition
- Songwriting
- Arranging
- Sound Design
- Post Production
- Field Recording
- Foley

- Dialogue
- ADR
- Mixing
- Mastering
- Games
- Interactive Media
- AR/VR/XR
- Mobile

Clients included:
- Apple
- Google
- LeapFrog
- Honor Code
- Legends The Game
- Robot Invader
- Eagre Games
- OtoCast
- Universal Audio
- Ableton
- Twisted Tools
- iZotope
- Tarpan Studios
- Bag End

- City of Emeryville
- WorkforceLogic
- 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
- Playboy
- Vogue
- PETA
- PSY
- Scientist (dub pioneer)
- Greg Phillinganes
- Siedah Garrett
- Narada Michael Walden
- James Taylor
- Carole King
- Smokey Robinson
- Billy Joel
- Sting
- Elton John
- Katy Perry

Intermedia Composer, Performer, and Sound Artist

1993 – 2021

Selected Works & Exhibitions:

- [2024] c4lcul470r mu51c
- [2023] Discordant Arcana
- [2021] Society for Electro-Acoustic Music in the United States
- [2019] OtoCast Mobile App, City of Emeryville
- [2019] ZED, Eagre Games
- [2018] Dead Secret Circle, Robot Invader
- [2017] Narcosis, Honor Code
- [2017] Stratum, Center for New Music
- [2016] Salvatore Ferragamo, Lo Splendore Della Vita
- [2016] St0cHastAk0v1Ch, autocomposer
- [2015] Electroacoustic compositions for strings
- [2015] Nightingale, sonification of Phaedrus
- [2015] Skeuomorph, algorithmic concatenation
- [2014] Designing Musical Software, live coding
- [2014] Simulacrum, formant transformations w/ Kyma
- [2013] Face2Phase, audio/visual synthesis facial gestural controller
- [2013] PSY, Vogue
- [2013] c2, Boulevard, Chicago
- [2012] Adaptive Systems Toolkit
- [2012] Katy Perry, Vogue
- [2011] GQ, Composer
- [2011] Laptop Quintet, Impromptu, CCRMA/Stanford
- [2011] PETA, Save the Seals
- [2010] SynthesImage, spectral synthesis
- [2010] Twisted Tools: Vortex, Scapes, Rolodecks, S-Layer, Buffeater
- [2009] CodeTrain, algorithmic composer
- [2008] Glitch Machine v1.2
- [2008] c2, Tonic Room, Chicago
- [2007] a·morph·ous, algorithmic composer
- [2007] eLiS, list sonification
- [2006] IMPULSION
- [2006] Legends The Game
- [2006] Viriconium, Muse Gallery, Chicago
- [2005] Girl on a Train, McGonigal's, Barrington
- [2004] Colour and Silence, The Onion, Chicago
- [2004] Explorer Smart Globe, LeapFrog
- [2004] String dissection
- [2003] c2, Lilly's, Chicago
- [2002] Rock for the Rainforest, Carnegie Hall: Billy Joel, Carole King, Elton John, James Taylor, Smokey Robinson, Sting

[2001] About Time fx
[2000] Jacked Kerowack
[1999] इंडिया, field recording library
[1998] Duets, 90.7 FM
[1997] Blight, Cerrillos Historical Society, Cerrillos, NM
[1997] Inharmonique, Michael Wilding Gallery, Santa Fe, NM
[1997] صلح Drone ensemble. Whispering Dove, Santa Fe, NM
[1996] Percussion Ensemble, Addis Ababa, Ethiopia
[1996] ጫጫታ, field recording library
[1996] Baroque Ornaments, Santa Fe Art Institute, NM

Master Trainer (ACT)
Apple
2006 – 2021
- Apple Certified Master Trainer.
- Trained and Certified thousands of artists, professionals, and technologists in Apple software and hardware.

North America Chair of Curricula Design
SAE Institute North America
2015 – 2019
- 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 nine colleges.

Instructional Designer (Volunteer)
After-School All-Stars
2018 – 2019
- Developed comprehensive after-school arts programs in underserved communities.

Guest Lecturer
MEIS Department in the College of Arts & Media at the University of Colorado Denver
2018
- Taught an intensive game development workshop using the Unreal Engine.

Lecturer and Learning Experience Designer
San Francisco State University
2012 – 2015
- Lecturer and Learning Experience 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.

Producer, Composer, and Music Supervisor
Country Road Films
2011 – 2015
- Multimedia production, mastering, composition, and performance for clientele including GQ, Playboy, Vogue, PSY, and Katy Perry.

Executive Director
Apple Training Hawaii
2011 – 2015
- Founded professional certification training centers from the ground up.
- In-the-black P&L from inception and growth for the complete duration of tenure.
- Oversaw academics and operations.
- Designed programs, courses, curricula, instructional tools, and policies.

SEO QR
Google
2008 – 2010
- Search Quality Optimization
- User Representation/User Intent
- Task Language & Location
- Multiple Meaning Queries
- Action, Information, and Navigation — "Do-Know-Go"
- Internet Safety & Prevention of Doorway Pages/Sneaky Redirects

Producer, Songwriter, Arranger, Recording, Mixing, and Mastering Engineer
Narada Michael Walden - Tarpan Studios
2001 – 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 Greg Phillinganes, Siedah Garrett, James Taylor, Carole King, Smokey Robinson, 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

On-Air Host and Show Producer
KSFR Santa Fe Public Radio
1997 – 1998
Selected Broadcasts:
     [05.31.98] Artist Portrait: Steve Reich
     [05.24.98] Artist Portrait: Grisey and Murail
     [05.17.98] Artist Portrait: Alexander Scriabin
     [05.10.98] Artist Portrait: Morton Feldman
     [05.03.98] Artist Portrait: Daphne Oram
     [04.26.98] Artist Portrait: Prince Far I
     [04.19.98] Artist Portrait: King Tubby
     [04.12.98] Artist Portrait: François Bayle
     [04.05.98] Artist Portrait: Pierre Schaeffer
     [03.29.98] Artist Portrait: Edgard Varèse
     [03.22.98] Artist Portrait: Éliane Radigue
     [03.15.98] Artist Portrait: Laurie Spiegel
     [03.08.98] Artist Portrait: Pierre Boulez
     [03.01.98] Artist Portrait: Bernard Parmegiani
     [02.22.98] Artist Portrait: Mathews and Risset
     [02.22.98] Artist Portrait: Pauline Oliveros
     [02.15.98] Artist Portrait: Earle Brown
     [02.08.98] Artist Portrait: David Bowie
     [02.01.98] Artist Portrait: R. Stevie Moore
     [01.25.98] Stereo Jelly: Punk, Noise, Avant-Garde

[01.25.98] All Talk Don't Bounce
[01.25.98] Artist Portrait: La Barbara and Monk
[01.18.98] Artist Portrait: Coltrane, Jones, Ali
[01.11.98] Stereo Jelly
[01.11.98] Eclecticism: Reggae, Rap, Jazz, Electronic, World
[01.11.98] Artist Portrait: Pérotin and Arvo Pärt
[01.04.98] Stereo Jelly
[01.04.98] Eclecticism
[01.04.98] Artist Portrait: Ayler, Coleman, Dolphy, Braxton
[12.28.97] Stereo Jelly
[12.28.97] Eclecticism
[12.28.97] Artist Portrait: The Velvet Underground
[12.21.97] Artist Portrait: Iannis Xenakis
[12.14.97] Artist Portrait: Terry Riley
[12.07.97] Artist Portrait: Scelsi and Schnittke
[11.30.97] Artist Portrait: Berg and Webern
[11.23.97] Artist Portrait: Aphex Twin
[11.16.97] Artist Portrait: Squarepusher
[11.09.97] Artist Portrait: Autechre
[11.02.97] Artist Portrait: Negativland
[10.26.97] Artist Portrait: Alvin Lucier
[10.19.97] Artist Portrait: Christian Wolff
[10.12.97] Artist Portrait: David Tudor
[10.05.97] Artist Portrait: La Monte Young
[09.28.97] Artist Portrait: John Cage
[09.21.97] Artist Portrait: Messiaen and Satie
[09.14.97] Artist Portrait: Fela Kuti
[09.07.97] Artist Portrait: KRS-ONE

Professional Associations
- International Association of Accessibility Professionals (IAAP)
- Acoustical Society of America (ASA)
- Advance HE
- Association for Computing Machinery (ACM)
- Audio Engineering Society (AES)
- Center for New Music (C4NM)
- Fractured Atlas
- Game Audio Network Guild (GANG)
- Institute of Electrical and Electronics Engineers (IEEE)
- Interactive Audio Special Interest Group (IASIG)
- International Society for Music Information Retrieval (ISMIR)
- Society for Electro-Acoustic Music in the United States (SEAMUS)
- Society of Professional Audio Recording Services (SPARS)
- Special Interest Group on Computer Graphics (SIGGRAPH)

Academic Courses Taught
- Principles of Sound
- Studio Production
- Signal Processing
- Electronic Music Production
- Studio Maintenance and Audiovisual Technology

- Audio Post Production
- Game Audio
- Advanced Studio Production
- Sound Design
- Advanced Audio Post Production
- Audio Programming for Interactive Media
- Mastering and Media Preparation
- Audio Scripting
- Advanced Game Audio
- Capstone Project
- Interactive Design
- Interactive Audio Fundamentals
- Adaptive Audio Integration
- Intermedia Composition

- Basic Recording 1
- History of Music Production
- Computer Music Production 1
- Intermediate Recording and Production 1
- Digital Audio Workstation 1
- Digital Audio Workstation 2
- Computer Music Production 2
- Intermediate Recording and Production 2
- Audio Post Production 1
- Advanced Recording and Production 1
- Advanced Recording and Production 2
- Audio Post Production 2
- Studio Etiquette and Psychology

Volunteer Experience

Society for Electro-Acoustic Music in the United States (SEAMUS)
Adjudicator
2019 – 2021
Judge for SEAMUS 2020 & 2021 National Conferences

Pride Arts and Crafts Social
Facilitator
2019 – 2021
Providing a safe and inclusive space for creative expression and community building for gay, queer, trans, and otherwise identifying students

AfroComicCon Festival
Organizer
2020 – 2021
Platform to showcase and empower artists who have historically been denied equal access to opportunity and promote diversity in the creative arts

After-School All-Stars
Instructional Designer
2018 – 2019
Developed comprehensive after-school arts programs in underserved communities

Audio Engineering Society
Faculty Liaison, AES Student Chapter
2016 – 2019

Girls Who Code
Volunteer
2017 – 2018

Girls Make Beats
Volunteer
2016 – 2017

Selected Writings

AUGMENTING THE REALITY OF ACCESSIBLE LEARNING ENVIRONMENTS
Education Technology Insights
2023
The integration of Augmented Reality (AR) technology holds immense potential to revolutionize accessible digital learning environments for individuals with disabilities. The framework provides opportunities for immersive, interactive, and inclusive learning experiences that enhance student engagement. The present research explores the theoretical foundations and technological advancements of AR in addressing the unique needs of people with disabilities, focusing on practical applications and prospective advances, exploring how AR can integrate visual and auditory cues for learners with hearing and sight impairments, incorporate haptic feedback and gesture recognition to facilitate tactile and kinesthetic interactions for students with motor impairments and tailor content delivery methodologies for those with cognitive disabilities. The study emphasizes the significance and efficacy of AR in catalyzing equitable and empowering online learning environments and highlights implications for all learners, enabling individuals with disabilities to participate and thrive fully.

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

References

Brian Delizza
Full-Stack Software Engineer
Calbright College
(415) 506-9035
brian.delizza@calbright.org

Jennifer Arvai
Director of Customer Experience
UC Berkeley Executive Education
(831) 325-3912
jarvai@berkeley.edu

Gabriel Jones
Lecturer, Department of Communication, UC Los Angeles
Vice President of Academic Affairs, Pacific Oaks College
(310) 384-5411
gabrieljones@ucla.edu