# Chris Colatos, MSc, ACT, FAHE

Education & Academic Thought Leader

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San Francisco Bay Area/Remote

## SUMMARY

Three decades of dedication to mastering technical and creative arts and sharing this gift with the world through education, outreach, and engagement. Passionate about supporting the next generation of artists as well as underserved communities. Builds high-performing teams and fosters inclusive work cultures. Excels in leadership positions overseeing entire colleges, EdTech, experiential learning, and academic programs.

## EXPERIENCE

### Chief Learning Officer (2017 – Present)
**Unforgettable Learning**

• Champion leadership and program development through data-informed, focused teaching and learning experiences, strategies, curricula, assessments, analytics, and technology.
• Own the overall design, development, and execution of learning and development initiatives for staff employees.
• Manage end-to-end program operations, including budget, communications, program delivery, and evaluation.
• 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).
• Work closely with subject matter experts (SMEs), external vendors, and colleagues to create and evaluate innovative and effective learning solutions.
• Develop design documents, storyboards, scripts, media lists, and assessment tools.
• Translate content into visual descriptions (graphics, animations, interactive charts and graphs, video-based scenarios).
• Drive effective project management in all projects by identifying scope, key stakeholders, and RACI.
• Perform learning-needs analysis and prescribe appropriate learning experiences to close performance gaps.
• Enable career path development by identifying relevant competencies and helping employees set career goals and manage career expectations

### Director of Learning Design, North America (2020 – 2022)
### Chair of Curriculum Design, North America (2015 – 2019)
**SAE Institute**

• Founded the Learning Design department for the North America system of 7 colleges.
• Led learning designers and learning media developers to develop and implement creative arts higher education teaching and active learning applications.
• Served as the institutional specialist for online and hybrid learning.
• Led academic and instructional innovation initiatives with emerging technology.
• Integrated learning design in the curriculum development of new academic programs and the enhancement of legacy programs.
• Leveraged new LMS and learning platforms to optimize student engagement.
• Acted as a culture champion by creating opportunities for growth and communication.

## HIGHLIGHTS

Owned the vision and design for a new Learning Design department with 7 colleges; created 400+ learning experiences in 6 months.

Founded a grassroots community-focused organization, which trained 40 Pixar artists and thousands of art students.

Volunteer Instructional Designer at After-School All-Stars; developed robust arts programs in underserved communities.

## EDUCATION

**MASTER OF SCIENCE, DIGITAL EDUCATION** (Hons)
The University of Edinburgh

**BACHELOR OF APPLIED SCIENCE, SOUND ARTS** (Hons)
Ex'pression Center for New Media

**CERTIFICATE, COMPUTATIONAL THINKING FOR PROBLEM-SOLVING**
University of Pennsylvania

**LEARNING ANALYTICS: PROCESS AND THEORY**
Columbia University

**INTELLIGENT AUDIO SYSTEMS**
Stanford University

**CREATIVE CODING**
Gray Area Foundation For The Arts

**CERTIFICATE, ALGORITHMIC COMPUTER MUSIC** (WACM)
University of California, Santa Cruz

**APPLE CERTIFIED MASTER TRAINER**
Apple ACT T3 (28 Certifications)

## SKILLS

Communication
Strategic Planning
People Leadership
Program Development
Organizational Strategy
Creative Direction
Instructional Design
Curriculum Development
Project Management
Student Success & Coaching
Leadership Development
Public Speaking
Teaching & Training
Online/eLearning

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## EXPERIENCE

Director of Education (2018 – 2021)
Academic Programs Chair (2010 – 2018)
Executive Director, Professional Training (2008 – 2014)
Program Development Manager (2009 – 2012)
Academic Course Director / Assistant Professor (2002 – 2010)

**Expression College**

• Own the vision and performance for all academic and student affairs within the campus.
• Hired and mentored 70+ Program Chairs, administrators, and faculty supporting thousands of students.
• 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.
• Collaborated cross-functionally to highlight innovation and drive change management across the organization.

Chief Creative (1993 – Present)

**THE STUDI/O**

• Lead the organizational strategy, vision, and creative direction.
Serve as the principal consultant 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 with high-profile brands, including Apple, Google, LeapFrog, Honor Code, Legends The Game, Robot Invaders, Eagre Games, OtoCast, Universal Audio, Ableton, Tarpan Studios, Twisted Tools, iZotope, Imagine Research, PETA, and more.
• Deliver top-quality sound engineering for globally recognized artists like Greg Phillinganes, Siedah Garrett, Narada Michael Walden, James Taylor, Carole King, Smokey Robinson, Billy Joel, Sting, Elton John, and Katy Perry.

Lecturer & Instructional Designer (2012 – 2015)

**San Francisco State University**

• Lecturer and Instructional Designer for Graduate and Undergraduate level courses, including Sound Design, Advanced Recording & Production, Post Production, Electronic Music, and Game Audio. Received an average student of 9.73/10.

## CREATIVE SUCCESS

200+ Production, Design, AR/VR, and Game Credits.

## TECHNICAL

Articulate Storyline 360, Adobe Captivate, Instructure Canvas, Learning Management Systems (LMS), Instructional Technology, SCORM, ADDIE, SAM, Kirkpatrick, Google Suite, Microsoft Office, Camtasia, Adobe Creative Cloud, Creative Technology

## ASSOCIATIONS

Acoustical Society of America
Advance HE
Association for Computing Machinery
Audio Engineering Society
Center for New Music
Fractured Atlas
Game Audio Network Guild
Institute of Electrical and Electronics Engineers
Interactive Audio Special Interest Group
Intl Society for Music Information Retrieval
Society for Electro-Acoustic Music in the US
Society of Professional Audio Recording Services
Special Interest Group on Computer Graphics

## LEADERSHIP

Augmenting the Reality of Interactive Learning Environments (2023)

Learning Efficacy of Multimedia in Interactive Augmented Reality Environments (2017)

Effects of Arts Education and Underserved Communities (2016)

Adaptive Learning Design Implications: Effects of Multimedia on Learning Efficacy and Cognitive Load (2016)

## EARLY CAREER

**Executive Director**
Apple Training Hawaii (2011 – 2015)

**Producer, Composer, Music Supervisor**
Country Road Films (2011 – 2015)

**Producer, Songwriter, Arranger, Engineer**
Narada Michael Walden, Tarpan Studios (2001 – 2004)