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
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**
Educational Data Mining / Intelligent Tutoring Systems / Artificial Intelligence in Human Learning

Ex'pression Center for New Media
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 on a practical, day-to-day, and long-term strategic basis, including oversight of academics, 60+ Program Chairs and faculty, Office of the Registrar, Student Services, student advising, library/learning resource center, student success, retention, technology, facilities, and 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, as well as career preparation, fine arts, core, and general education courses.

Academic Programs Chair   April 2010 – Dec. 2018
- Directed education and operations of Audio, Sound Arts, and Interactive Audio baccalaureate programs.
- Professor of 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.
- Chair, Instructional Design, North America (9 Campuses).
- Campus Instructional Technologist.
- Developed and managed the rollout of baccalaureate programs across campuses.
- College representative for Ed and Tech 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.
- Apple, Avid, and Adobe certification liaison.
- Audio Engineering Society (AES) Student Chapter Advisor.
- 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 experience.
- Designed and executed annual department budgets and purchasing of $XXM.
- Managed 124,000 square feet of audio/video facilities and equipment across two campuses, direct supervision of theater halls, lecture classrooms, music and post studios, computer labs, broadcast studio, campus radio station, live performance venues, and video production facilities.
- Diagnosed and troubleshoot analog and digital audio systems and implemented solutions to ensure the reliability of 40 zero-downtime studios and production suites.
- Managed extensive analog and digital media archives.
- 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 Expression College (Expression Pro) from the ground up. 221 unique students in the first year. Complete P&L responsibility. Authorized Training Center/Partner initiation experience. 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, Apple Gold Level distinction. Accreditation compliance. Hired, developed, and managed faculty and staff, developed curricula, instructional design, scheduling, budget, student advising, social media, and online course development.

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

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

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.'