CHRIS COLATOS

MSc, ACT, FAHE

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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: Organizational Leadership, Education Strategy, Arts Administration, Program Development, Project Management, Education Theory, Learner Success, Instructional Technology, Instructional Design, Learning and Development, Active Learning, Curriculum Design, Online/E-Learning, Creative Technology, Intermedia Production

Education

Certificate, Human-Computer Interaction for UX Design, Massachusetts Institute of Technology	*In Progress*
Certificate, Computational Thinking for Problem Solving, University of Pennsylvania	2023
Master of Science (MSc), Digital Education (Honours), 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 – 2020
Bachelor of Applied Science (BASc), Sound Arts (Honors), Ex'pression Center for New Media	2001

Education Experience

September 2017 – present
Learning Engineer
Unforgettable Learning, San Francisco, CA (Remote)

- 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.
- 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.
- 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 through the identification of scope, key stakeholders, and RACI.
- Deliver and facilitate pilots and train-the-trainer [T3] sessions.
- Perform learning-needs analysis and prescribe the appropriate learning experience to close performance gaps.

Skills:
- 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, 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 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.

October 2018 – September 2021
Director of Education / SAE Expression College, Emeryville, CA
- Chief academic and student affairs officer for the campus.
- Responsible for all aspects of academic operations.
- Hiring and regularly training 60+ Program Chairs and faculty and supporting thousands of students.
- Oversaw the Office of the Registrar, Office of Student Affairs, library/learning resource center, and 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.

April 2010 – December 2018
Academic Programs Chair / SAE Expression College, Emeryville, CA
- 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.
- 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 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.

September 2008 – June 2014
Executive Director of Professional Training
SAE 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.
- Complete P&L responsibility.

January 2009 – January 2012
Manager of Program Development / SAE Expression College, Emeryville, CA
- Responsible for the development of new academic degree programs.
- Developed the college's most populous programs.

June 2002 – April 2010
Academic Course Director and Assistant Professor
SAE Expression College, Emeryville, CA
- Responsible for the development and management of academic courses.
- Taught in the Audio, Game, Motion Graphics, and Film programs.

November 2015 – March 2019
North America Chair of Curriculum Design
SAE Institute North America, 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.

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.
- Complete P&L responsibility.
- Oversaw academics and operations.
- Designed programs, courses, curricula, instructional tools, and policies.