

Résumé

Profile

- Two decades transforming vision into action as an impactful education leader and strategist, active and inclusive learning innovator, program developer, learning 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, analytics, and technology 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

Specialties: organizational leadership, education leadership, arts education, project management, creative technology, instructional technology, instructional design, active learning, learning and development, online/e-learning, intermedia composition and production

Education

Massachusetts Institute of Technology, Human-Computer Interaction for UX Design , Certificate	2023
The University of Edinburgh, Digital Education , Master of Science (MSc)	2017
Columbia University, Learning Analytics: Process and Theory	2016
Stanford University, Intelligent Audio Systems	2011
Gray Area Foundation For The Arts, Creative Coding	2011
University of California, Santa Cruz, Algorithmic Computer Music , Certificate	2007
Apple, Apple Certified Master Trainer Certification ACT T3	2006
Ex'pression Center for New Media, Sound Arts , Bachelor of Applied Science (BASc)	2001

Education Experience

[Learning Engineering, Engagement, and Strategy Consultant](#)

September 2017 - present

Unforgettable Learning, San Francisco, CA (Remote)

Leading academic and professional teams in designing and delivering active, learner-centered teaching and learning strategies, programs, curricula, assessments, analytics, and technology to optimize efficacy and engagement, responsive to audience, goals, and budget.

[North America Director of Learning Design](#)

January 2021 - November 2022

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.
- DE&I focused.

Director of Education / SAE Expression College, Emeryville, CA

October 2018 – September 2021

- 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.

Academic Programs Chair / SAE Expression College, Emeryville, CA

April 2010 – December 2018

- 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 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

September 2008 – June 2014

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.

Manager of Program Development

January 2009 – January 2012

SAE Expression College, Emeryville, CA

Responsible for the development of new academic degree programs.

Academic Course Director and Assistant Professor

June 2002 – April 2010

SAE Expression College, Emeryville, CA

Responsible for academic courses and taught in the Audio, Game, Motion Graphics, and Film programs.

North America Chair of Curriculum Design

November 2015 – March 2019

SAE Institute North America, North America (Remote)

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.

Instructional Designer (Volunteer)

January 2018 – January 2019

After-School All-Stars, Oakland, CA

Developed comprehensive after-school arts programs in underrepresented communities.

Lecturer and Instructional Designer

September 2012 – November 2015

San Francisco State University, San Francisco, CA

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

Executive Director / Apple Training Hawaii, Kilauea, HI

February 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.