

Résumé

Profile

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

2017

[Master of Science \(MSc\), Digital Education](#) (Honours)

The University of Edinburgh, Moray House School of Education, College of Arts, Edinburgh, Scotland, UK

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

2016

[Learning Analytics: Process and Theory](#)

Columbia University, Teachers College, New York, NY, USA

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

2011

[Intelligent Audio Systems](#)

Stanford University, Center for Computer Research in Music and Acoustics (CCRMA), Stanford, CA, USA

Music Information Retrieval / Data Mining / Human-Computer Interaction / Machine Learning

2011

[Creative Coding](#)

Gray Area Foundation For The Arts, San Francisco, CA, USA

Creative Coding / Human-Computer Interaction / Music Information Retrieval / Interactive Applications

2007

[Algorithmic Computer Music \(WACM\) Certificate](#)

University of California, Santa Cruz, Santa Cruz, CA, USA

2006

[Apple Certified Master Trainer Certification](#) ACT T3 (28 Certifications)

Apple, Boston, MA, USA

2001

[Bachelor of Applied Science \(BASc\), Sound Arts](#) (Honors)

Ex'pression Center for New Media, Emeryville, CA, USA

Acoustics / Recording / Mixing / Mastering / Sound Design / Post Production / Signal Processing /
Electronics / Electronic Composition / Interactive Audio / Multimedia Programming

Education Experience

September 2017 - present

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

Unforgettable Learning, San Francisco, CA (Remote)

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.

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.
- 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.

October 2018 - September 2021

[Director of Education](#) / SAE Expression College, Emeryville, CA

- Chief academic and student affairs officer for the campus
- Responsible for managing all aspects of academic operations
- Hiring and 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, 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

- Professor of Audio, Game, Motion Graphics, and Film programs, including 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
- 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.

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.

June 2002 – April 2010

[Academic Course Director and Assistant Professor](#)

SAE Expression College, Emeryville, CA

Oversaw academic courses and 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, 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.

January 2018 – January 2019

[Instructional Designer](#) (Volunteer) / After-School All-Stars, Oakland, CA

Developed comprehensive after-school arts programs in underrepresented communities.

September 2012 – November 2015

Lecturer and Curricula Designer

San Francisco State University, San Francisco, CA

Lecturer and Curricula Designer, 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 the professional certification training centers from the ground up. Oversaw academics and operations. Complete P&L responsibility. Designed programs, courses, curricula, and policy.

Creative Experience

July 1993 – present

Chief Creative / THE STUDI/O, Oakland, CA

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.

March 1991 – present

Interdisciplinary Artist / Independent, Oakland, CA

Electronic and electroacoustic music, light, sound and video design, studio, performance, and mixed media installation.

February 2011 – August 2015

Producer, Composer, Music Supervisor / Country Road Films, Los Angeles, CA

Multimedia production, mastering, composition, and performance for clientele including GQ, Vogue, PSY, and Katy Perry.

July 2001 – September 2004

Producer, Songwriter, Arranger, Recording, Mixing, and Mastering Engineer

Narada Michael Walden - Tarpan Studios, San Rafael, CA/Los Angeles, CA

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

September 1997 – May 1998

On Air Host and Show Producer / KSFR Santa Fe Public Radio, Santa Fe, NM

Producer and On-Air Host for prime-time radio shows 'Artist Portrait,' 'Stereo Jelly,' 'Eclecticism,' and 'All Talk Don't Bounce.'

Selected Writings

2023

Augmenting the Reality of Learning Environments

Education Technology Insights (*coming soon*)

2017

Learning Efficacy of Multimedia in Interactive Augmented Reality Environments

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.

2016

Effects of Arts Education and Underserved Communities

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.

2016

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

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.

2009

Apple Pro Training Series: Logic Pro 9 and Logic Express 9: Professional Audio Production

Peachpit Press, Technical Reviewer, Apple Pro Training Series: Logic Pro 9 and Logic Express 9: Professional Audio Production