

Chris Colatos Higher Education and Learning Leader

Curriculum Vitae

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Professional Summary

Innovative education leader with extensive experience in institutional leadership, faculty development, student-centered active learning, instructional design, and competency-based education. In roles such as Chief Learning Officer, Director of Education, and North America Director of Learning Design, I have led large-scale institutions and programs for thousands of students, faculty, and employees, successfully developing and implementing effective on-ground and online learning strategies that significantly enhance engagement and success. My career portfolio includes creative, academic, and business acumen across multiple institutions, organizations, and colleges. I have built strategic partnerships at internal and external levels, navigating federal, state, and local regulatory environments, ensuring accreditation, and fostering community connections. My experience also includes overseeing cross-functional international teams and supporting thousands of clients, students, and stakeholders. I am dedicated to designing and implementing data-driven, scalable professional development programs that align instructional practices with institutional goals, with a passion for advancing educational quality and equity, particularly in online learning environments.

Specialties: Strategic Leadership in Faculty Development and Onboarding | Competency-Based Education and Andragogy | Online Teaching Strategies and Technology Integration | Quality Assurance and Continuous Improvement in Instructional Practices | Data-Driven Decision-Making and Instructional Effectiveness | Professional Development Program Design and Implementation | Stakeholder Collaboration and Change Management | Communication and Engagement in Diverse Academic Environments | Instructional Design for Online Learning | Operational Management of Faculty Processes and Systems | Commitment to Belonging, Inclusion, and Accessibility in Education

Skills

Educational Leadership and Development:

- Strategic Leadership in Education
- Curriculum Development and Continuous Improvement
- Competency-Based Education and Direct Assessment
- Comprehensive Onboarding Processes and Continuous Improvement
- Faculty Development, Training, and Retention
- Faculty Support and Engagement
- Pedagogical Innovation
- Quality Assurance in Educational Programs

Instructional Design and Technology:

- Learning Experience Design and Technology Integration
- eLearning and Hybrid Learning Solutions
- Instructional Mapping, Scripting, and Storyboarding

- Digital Accessibility (A11y Champion)
- Learning Analytics and Data-Driven Decision Making
- Articulate Storyline 360, Captivate, Vyond, Camtasia
- Canvas, LTI, SCORM, Learning Management Systems, Instructional Technology
- Action Mapping, ADDIE, SAM, Kirkpatrick

Creative and Technical Skills:

- Music and Sound Design for Interactive Media
- Creative Production in Educational Contexts
- Adobe Creative Cloud, Logic Pro X, Unreal Engine
- Dialogue, Sound, Music, Interactive Audio

Project Management and Collaboration:

- Cross-Functional Project Management
- Strategic Stakeholder Collaboration
- Process Development and Refinement
- Efficient and Effective Project Actualization
- Fostering Collaboration and Building Consensus
- High Morale and Team Efficiency
- Excellent Communication and Presentation Skills
- Google Suite, Microsoft Office, Apple Suite
- Jira, Monday, Asana, Trello, Slack, Zoom

Education

[2017] Master of Science (MSc), Digital Education (Honours)

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

Institutional Strategy for Online Education / Learning Engineering / Education Theory Research / Instructional Design / Learning Technologies / Learning Analytics / Educational Data Mining / Artificial Intelligence in Learning / Digital Game-Based Learning / Education Inclusion and Accessibility

Dissertation: Learning Efficacy of Multimedia in Interactive Augmented Reality Environments

Examiner: Dr. Rebecca Eynon, University of Oxford

[2001] Bachelor of Applied Science (BASc), Sound Arts (Honors)

Ex'pression Center for New Media

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

[2024] Certificate (in progress), Human-Computer Interaction for UX Design

Massachusetts Institute of Technology, Computer Science and Artificial Intelligence Laboratory (CSAIL)

Learning Design Interaction / Non-Traditional Interaction / Online Collaboration / Media Authoring / Speech Recognition / Rapid Prototyping / Design Heuristics

[2016] Graduate Studies, Learning Analytics / Educational Data Mining

Columbia University, Teachers College

Educational Data Mining / Intelligent Tutoring Systems / Artificial Intelligence in Human Learning
Professors Ryan S. Baker and Dragan Gašević

[2011] Post-baccalaureate non-degree, Intelligent Audio Systems

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

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

[2011] Post-baccalaureate non-degree, Creative Coding

Gray Area Foundation for the Arts

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

[2007] Certificate, Algorithmic Computer Music (WACM)

University of California, Santa Cruz

Director, David Cope

[2006] 28 Certifications, Apple Certified Master Trainer Certification

Apple Inc.

- Apple Certified Master Trainer Logic Pro X 10.4, 10.3, 10.2, 10.1, 10.0
- Apple Certified Pro End User Logic Pro X 10.4, 10.3, 10.2, 10.1, 10.0
- Apple Certified Master Trainer Logic Studio 9
- Apple Certified Trainer Logic Pro 9 Adv
- Apple Certified Trainer Logic Pro 9
- Apple Certified Master Pro Logic Studio 9
- Apple Certified Pro End User Logic Pro 9 Adv
- Apple Certified Pro End User Logic Pro 9
- Apple Certified Master Trainer Logic Studio 8
- Apple Certified Trainer Soundtrack Pro 2
- Apple Certified Trainer Logic Pro 8 & Logic Pro 8 Adv
- Apple Certified Master Pro Logic Studio 8
- Apple Certified Pro Soundtrack Pro 2
- Apple Certified Pro End User Logic Pro 8 & Logic Pro 8 Adv
- Apple Certified Trainer Logic Pro 7 & Logic Pro 7 Adv
- Apple Certified Pro End User Logic Pro 7 & Logic Pro 7 Adv

Recent Professional Development Certifications

[2024] Leadership Communication for Maximum Impact: Storytelling

Northwestern University

[2023] Computational Thinking for Problem Solving

University of Pennsylvania

[2023] Data Science Foundations

Google

[2023] IT Program Manager: Accessible Systems & Technology

U.S. Department of Homeland Security

[2023] Section 508 Standards for Web

U.S. Department of Homeland Security

[2023] Trusted Tester Web Certification Program

U.S. Department of Homeland Security

[2023] Authoring Accessible Microsoft Excel Documents

U.S. Department of Homeland Security

[2023] Authoring Accessible Microsoft Office PowerPoint Documents

U.S. Department of Homeland Security

[2023] Authoring Accessible Microsoft Office Word Documents

U.S. Department of Homeland Security

[2023] Authoring Accessible PDF Documents

U.S. Department of Homeland Security

[2023] Procuring Section 508 Conformant Products

U.S. Department of Homeland Security

[2023] Trusted Tester Testing Tools

U.S. Department of Homeland Security

[2023] Professional Member

IAAP - International Association of Accessibility Professionals

[2023] Becoming a Product Manager: A Complete Guide

IIBA

[2023] Advanced Python

LinkedIn

[2023] Agile Instructional Design

LinkedIn

[2023] ClickUp Essential Training

LinkedIn

[2023] Illustrator 2023 Essential Training

LinkedIn

[2023] Instructional Design: Needs Analysis

LinkedIn

[2023] Measuring Learning Effectiveness

Project Management Institute

Professional Experience

Advisory Board Member

Amotions, Inc.

2024 – present

- Advising on the direction of the AI coaching and upskilling platform.

Chief Learning and Development Officer

ASI

2023 – present

- Led the onboarding and certification process, designing and facilitating human-centered orientations and integrating more than 300 new employees within the first year, enhancing their transition and engagement with company culture and processes. A testament to our welcoming culture, orientations were consistently praised as a 'life-changing experience' with an average satisfaction score of 4.94 out of 5.

- Architected and executed comprehensive organizational strategy and impactful learning programs from onboarding to leadership, including conducting more than 220 performance evaluations and resulting coaching sessions in the first year, cultivating a people-centered culture of continuous growth, retention, resilience, satisfaction, upskilling, reskilling, and knowledge, enhancing performance and capabilities through personalized feedback and development plans.
- Increased compliance by 180% within six months by auditing the certification records of every employee in the company's history and developing custom tracking software that autonomously notified employees of missing and upcoming credentials, accurately accounted for the complex and ongoing nature of compliance with individually unique certification requirements and varying timelines, all without incurring additional costs.
- Doubled historical employee retention within six months by implementing strategically targeted initiatives, maximizing limited resources and support without incurring additional costs.
- Designed and facilitated an advanced leadership program for team leaders, focusing on transformative leadership principles, significantly enhancing their management skills, overall team effectiveness, and morale.
- Developed countless SOPs and interdepartmental processes and improved organizational efficiency and efficacy through data-informed evaluation and strategic refinement.
- Empowered an inclusive, empathetic, open culture by fostering an ecosystem that nurtures growth aligned with company values.

Chief Learning Officer

2022 – 2023

Fractional Chief Learning Officer

2018 – 2022

Unforgettable Learning

- Led corporate teams at leading global tech companies and academic teams at prestigious universities in designing and delivering data-informed, active, learner-centered teaching and learning experiences, strategies, programs, curricula, assessments, analytics, accessibility conformance, 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.
- Designed learning solutions, leveraging tested instructional design theories, practices, and methods to create learning activities that are engaging, activity-based, and results-oriented.
- Developed and maintained 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).
- Developed design documents, storyboards, scripts, media lists, and assessment tools.
- Translated written content into visual descriptions (graphics, animations, interactive charts and graphs, video-based scenarios) with accuracy and appropriateness.
- Drove effective project management by identifying scope, key stakeholders, and RACI.
- Delivered and facilitated pilots and train-the-trainer [T3] sessions.
- Performed learning-needs analysis and prescribed the appropriate learning experience to close performance gaps.

North America Director of Learning Design

SAE Institute

2020 – 2022

- Founded the Learning Design department for the North American system of digital arts colleges from scratch.
- Created more than 400 media-rich, active 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 specialist for online and hybrid learning.
- Led academic and instructional innovation initiatives.
- Led the integration of learning design into 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.

Director of Education

Expression College

2018 – 2021

- Chief academic and student affairs officer for the campus.
- Led all aspects of academic operations.
- Hired and regularly trained over 70 Program Chairs, department heads, administrators, and faculty while supporting thousands of students.
- Oversaw the Office of the Registrar, Office of Student Affairs, Library/Learning Resource Center, and all teaching and learning initiatives, facilities, and technology.
- 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.
- Developed, implemented, and maintained internal and external policies, including Standards of Accreditation.
- SEVIS (SEVP-certified school) 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.

Academic Programs Chair

Expression College

2010 – 2018

- Directed education and operations of Audio, Sound Arts, and Interactive Audio baccalaureate programs.
- Designed and executed annual budgets and purchases of \$XXM.
- 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, and Capstone Research and 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.
- Improved 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.
- Extensive policy development and execution experience.
- 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.

Executive Director of Professional Training

Expression College

2008 – 2014

- Independently led and developed the college's professional training and certification division from the ground up.
- Two hundred twenty-one unique students in the first year.
- In the black P&L for the complete duration of tenure.
- Authorized Training Center/Partner initiation experience. Apple Gold Level distinction.
- 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.
- Accreditation initiation and compliance.
- Hired, developed, and managed faculty and staff, as well as developed curricula, instructional design, scheduling, budget, student advising, social media, and online course development.

Program Development Manager

Expression College

2009 – 2012

- Developed new academic degree programs, including the college's most populous programs.

Professor / Academic Course Director

Expression College

2002 – 2010

- Developed and managed academic courses.
- Taught in the Audio, Game, Motion Graphics, and Film programs.

Founder and Producer

THE STUDI/O

1993 – 2021

- 200+ producing, composing, recording, mixing, mastering, sound design, AR/VR, and game credits.
- Lead the organizational vision, strategy, and creative direction.
- Serve as the principal producer 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 and produce for high-profile brands, including Apple, Google, LeapFrog, Honor Code, Legends The Game, Robot Invader, Eagle Games, OtoCast, Ableton, Universal Audio, Tarpan Studios, Twisted Tools, iZotope, PETA, Stardust Brands, Harbor Picture Company, GQ, Salvatore Ferragamo, and Vogue.
- Deliver top-quality music and audio production for globally recognized artists, including Greg Pillinganes, Siedah Garrett, Narada Michael Walden, James Taylor, Carole King, Smokey Robinson, Billy Joel, Sting, Elton John, and Katy Perry.

- Music Production
- Music Composition
- Songwriting
- Arranging
- Sound Design
- Post Production

- Field Recording
- Foley
- Dialogue
- ADR
- Mixing
- Mastering

- Games
- Interactive Media

- AR/VR/XR
- Mobile

Clients include:

- Apple
- Google
- LeapFrog
- Honor Code
- Legends The Game
- Robot Invader
- Eagre Games
- OtoCast
- Universal Audio
- Ableton
- Twisted Tools
- iZotope
- Tarpan Studios
- Bag End
- City of Emeryville
- WorkforceLogic
- 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
- Playboy
- Vogue
- PETA
- PSY
- Scientist (dub pioneer)
- Greg Phillinganes
- Siedah Garrett
- Narada Michael Walden
- James Taylor
- Carole King
- Smokey Robinson
- Billy Joel
- Sting
- Elton John
- Katy Perry

Intermedia Composer, Performer, and Sound Artist

1993 – 2021

Selected Works & Exhibitions

200+ Producing, Recording, Mixing, Mastering, Sound Design, AR/VR, and Game Credits

[2024] c4lcul470r mu51c

[2023] c^2 , Discordant Arcana

[2021] Society for Electro-Acoustic Music in the United States

Adjudicator for SEAMUS 2020 and 2021 National Conferences

[2019] OtoCast Mobile App, The City of Emeryville

Content Producer/Sound Designer and Audio Engineer

[2019] ZED, Eagre Games

Multiplatform/VR, Recording Engineer, Sound Designer, VO Editor, Dialog Processing / Mastering

[2018] Dead Secret Circle, Robot Invader

Multiplatform/VR, Recording Engineer, Sound Designer, VO Editor, Dialog Processing / Mastering

[2017] Narcosis, Honor Code

Multiplatform/VR, Audio support

[2017] c^2 , Stratum, Center for New Music, San Francisco, CA

[2016] Salvatore Ferragamo, Composer, Lo Splendore Della Vita

- [2016] St0cHastAk0v1Ch, autocomposer
A fully programmable sequencer application developed in a graphical environment. Probability distribution autocomposer functionality with Dmitri Shostakovich homage-scale constraint. Controls for independent and global pitch and velocity, independent and vector linear pitch and modulation, independent and global note on/off, and quick-drum-sequencer section
- [2015] c^2 , Electroacoustic Compositions for Guitar featuring Mike Keneally
- [2015] c^2 , Nightingale, sonification of Phaedrus
Plato's dialog Phaedrus, represented by sound and musical traits; morphology; phonology.
- [2015] Skeuomorph, algorithmic concatenation
Atmospheric story generated from a narration library employing corpus-based concatenative synthesis
- [2014] Designing Musical Software, San Francisco State University, A.S. Theater
Presentation of live audio coding in a graphical environment, followed by an interactive performance utilizing original music software
- [2014] Earthquakes (Remix), The Candle Thieves
- [2014] Simulacrum, formant transformations with Kyma
- [2013] Face2Phase, facial gestural controller for audio and visual synthesis
- [2013] PSY, Composer, Vogue Italia feature
- [2013] c^2 , Boulevard, Chicago, IL
Electronic performance, laptop, physical objects, electronics, controllers
- [2012] Adaptive Systems Toolkit
Development in Kismet, graphical environments for interactive design
- [2012] Katy Perry, algorithmically produced composition, Vogue Italia
- [2011] GQ, Composer
- [2011] Laptop Quintet, Impromptu, CCRMA, Stanford University, Stanford, CA
- [2011] PETA, Composer, Save the Seals campaign
- [2010] Playboy, Composer, features
- [2010] SynthesImage, spectral synthesis, audio sonification of imagery
- [2010] Twisted Tools: Sound Designer and Drum Programmer
Vortex, Scapes, Rolodecks, S-Layer, and Buffeater instruments
- [2009] CodeTrain, algorithmic analysis and performance
Algorithmic compositional tool coded in LISP to create new performances in the style of John Coltrane. The software is designed to recognize patterns in rhythm, note order, and melodic, harmonic, and contrapuntal movements and progressions, producing new music in the style of the recorded data set
- [2008] Glitch Machine v1.2
LISP-coded system used to analyze and modulate rhythm data sets and create rhythmically new, complex, and polyrhythmic patterns
- [2008] c^2 , Tonic Room, Chicago, IL
Electronic performance, laptop, physical objects, electronics, controllers
- [2007] a-morph-ous, algorithmic composer
Transformative algorithmic compositional software written under the mentorship of David Cope and his Experiments in Musical Intelligence, with the original intent to produce new symphonic works in the styles of Gustav Mahler and Béla Bartók. Developed as a model, the

software recognizes patterns in rhythm, note order, and melodic, harmonic, and contrapuntal progressions, producing new music in the style of the input data set. Developed as three analysis systems: polyphonic without rhythm for intractability, polyphonic with rhythm utilizing a Markov decision model, and polyphonic with rhythm and measure structure using a Markov model while constraining analysis to smaller segments for less divergent composition

[2007] eLiS, list sonification

Data analysis tool written in Common LISP. Intentioned initially to provide an auditory representation of inaudible information such as earthquake activity, populations across locations, weather patterns, and extraterrestrial storms. eLiS scales and translates lists of information into MIDI pitch, velocity, on-times, duration, and channels, among other parameters, to observe audibly

[2006] IMPULSION — electroacoustic improvisation & field recording soundscape

Multi-channel installation of an improvised performance of a self-designed percussion instrument and found sounds processed by discrete impulse responses captured at their original recording location - autonomously generated, the signals are processed to effect perception

[2006] Legends The Game, complete sound design

[2006] Viriconium, Muse Gallery, Chicago, IL

Autonomous and interactive prepared percussion and synthesis installation utilizing a recursive feedback instrument

[2005] Girl on a Train, McGonigal's, Barrington, IL

Live electronics, sound, and light experiments with live electronic ensemble 7 League Boots

[2005] Scientist, Dub Producer Hopeton Brown, Engineer

[2004] Colour and Silence. The Onion, Chicago, IL

Electronic performance, live electronics, sound and light experiments, noisemakers, controllers, drum kit

[2004] Explorer Smart Globe, LeapFrog, Sound Designer and Editor

[2004] String dissection

Interactive music concatenation system developed within a game engine.

[2003] c^2 , Lilly's, Chicago, IL

Electronic performance, laptop, physical objects, electronics, controllers, drum kit

[2002] Rock for the Rainforest, Rainforest Foundation Concert, Carnegie Hall, Arranger: Billy Joel

[2002] Rock for the Rainforest, Rainforest Foundation Concert, Carnegie Hall, Arranger: Carole King

[2002] Rock for the Rainforest, Rainforest Foundation Concert, Carnegie Hall, Arranger: Elton John

[2002] Rock for the Rainforest, Rainforest Foundation Concert, Carnegie Hall, Arranger: James Taylor

[2002] Rock for the Rainforest, Rainforest Foundation Concert, Carnegie Hall, Arranger: Smokey Robinson

[2002] Rock for the Rainforest, Rainforest Foundation Concert, Carnegie Hall, Arranger: Sting

Reconceptualization of previously composed work. Worked with Musical Director Narada

Michael Walden on high-profile conversancy benefit spearheaded by Sting and Trudie Styler

[2002] Siedah Garrett (Michael Jackson/Madonna), Engineer, Siedah

[2001] c^2 , About Time, tape effects study

[2000] Jacked Kerowack

Composed by transforming recordings of Jack Kerouac reading his work. Conversely, the spoken word is affected by parameters unique to the newly generated composition

[1999] इंडिया, field recording library created throughout Australia and India

[1998] Duets, J. Angelo (saxes, flute) C. Colatos (drums/electronics) live 90.7 FM SFPR

[1997] Blight, Cerrillos Historical Society, Duet, w/ J. Angelo. Cerrillos, NM

[1997] Inharmonique, Michael Wilding Gallery, Santa Fe, NM

Installation, drone, two reel-to-reel tape machines and electronics, experiments in equal temperament, alternative tunings, and beating

[1997] صلح Improvised processed drone ensemble. Whispering Dove, Santa Fe, NM

[1996] Percussion Ensemble, International Community School, Addis Ababa, Ethiopia

[1996] አጫጫታ, field recording library created throughout East Africa

[1996] Baroque Ornaments, Santa Fe Art Institute, Santa Fe, NM

Artist-in-residence. Soundscape installation for tape and projection of reimagined and recorded historical and contemporary local sound.

Master Trainer (ACT)

Apple, Inc.

2006 – 2021

- Apple Certified Master Trainer.
- Trained and Certified thousands of artists, professionals, and technologists in Apple software and hardware.

North America Chair of Curricula Design

SAE Institute North America

2015 – 2019

- Led North American 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 nine colleges.

Instructional Designer (Volunteer)

After-School All-Stars

2018 – 2019

- Developed comprehensive after-school arts programs in underserved communities.

Guest Lecturer

MEIS Department in the College of Arts & Media at the University of Colorado Denver

2018

- Taught an intensive game development workshop using the Unreal Engine.

Lecturer and Learning Experience Designer

San Francisco State University

2012 – 2015

- Lecturer and Learning Experience 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.

Producer, Composer, and Music Supervisor

Country Road Films

2011 – 2015

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

Executive Director

Apple Training Hawaii

2011 – 2015

- Founded professional certification training centers from the ground up.
- In-the-black P&L from inception and growth for the complete duration of tenure.
- Oversaw academics and operations.
- Designed programs, courses, curricula, instructional tools, and policies.

SEO QR

Google

2008 – 2010

- Search Quality Optimization
- User Representation/User Intent
- Task Language & Location
- Multiple Meaning Queries
- Action, Information, and Navigation — “Do-Know-Go”
- Internet Safety & Prevention of Doorway Pages/Sneaky Redirects

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

Narada Michael Walden - Tarpan Studios

2001 – 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 Greg Phillinganes, Siedah Garrett, James Taylor, Carole King, Smokey Robinson, 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

On-Air Host and Show Producer

KSFR Santa Fe Public Radio

1997 – 1998

Selected Broadcasts

- [05.31.98] Host KSFR 90.7 FM, Santa Fe Public Radio, Artist Portrait: Steve Reich
- [05.24.98] Host KSFR 90.7 FM, Santa Fe Public Radio, Artist Portrait: Grisey and Murail
- [05.17.98] Host KSFR 90.7 FM, Santa Fe Public Radio, Artist Portrait: Alexander Scriabin
- [05.10.98] Host KSFR 90.7 FM, Santa Fe Public Radio, Artist Portrait: Morton Feldman
- [05.03.98] Host KSFR 90.7 FM, Santa Fe Public Radio, Artist Portrait: Daphne Oram
- [04.26.98] Host KSFR 90.7 FM, Santa Fe Public Radio, Artist Portrait: Prince Far I
- [04.19.98] Host KSFR 90.7 FM, Santa Fe Public Radio, Artist Portrait: King Tubby
- [04.12.98] Host KSFR 90.7 FM, Santa Fe Public Radio, Artist Portrait: François Bayle
- [04.05.98] Host KSFR 90.7 FM, Santa Fe Public Radio, Artist Portrait: Pierre Schaeffer
- [03.29.98] Host KSFR 90.7 FM, Santa Fe Public Radio, Artist Portrait: Edgard Varèse
- [03.22.98] Host KSFR 90.7 FM, Santa Fe Public Radio, Artist Portrait: Éliane Radigue
- [03.15.98] Host KSFR 90.7 FM, Santa Fe Public Radio, Artist Portrait: Laurie Spiegel
- [03.08.98] Host KSFR 90.7 FM, Santa Fe Public Radio, Artist Portrait: Pierre Boulez
- [03.01.98] Host KSFR 90.7 FM, Santa Fe Public Radio, Artist Portrait: Bernard Parmegiani

[02.22.98] Host KSFR 90.7 FM, Santa Fe Public Radio, Artist Portrait: Mathews and Risset
 [02.22.98] Host KSFR 90.7 FM, Santa Fe Public Radio, Artist Portrait: Pauline Oliveros
 [02.15.98] Host KSFR 90.7 FM, Santa Fe Public Radio, Artist Portrait: Earle Brown
 [02.08.98] Host KSFR 90.7 FM, Santa Fe Public Radio, Artist Portrait: David Bowie
 [02.01.98] Host KSFR 90.7 FM, Santa Fe Public Radio, Artist Portrait: R. Stevie Moore
 [01.25.98] Co-Host KSFR 90.7 FM, 'Stereo Jelly,' Punk, Noise, Avant-Garde
 [01.25.98] Host KSFR 90.7 FM, Santa Fe Public Radio, 'All Talk Don't Bounce'
 [01.25.98] Host KSFR 90.7 FM, Santa Fe Public Radio, Artist Portrait: La Barbara and Monk
 [01.18.98] Host KSFR 90.7 FM, Santa Fe Public Radio, Artist Portrait: Coltrane, Jones, Ali
 [01.11.98] Co-Host KSFR 90.7 FM, 'Stereo Jelly,' Punk, Noise, Avant-Garde
 [01.11.98] Host KSFR 90.7 FM, SF Public Radio, Eclecticism: Reggae, Rap, Jazz, Electronic, World
 [01.11.98] Host KSFR 90.7 FM, Santa Fe Public Radio, Artist Portrait: Pérotin and Arvo Pärt
 [01.04.98] Co-Host KSFR 90.7 FM, 'Stereo Jelly,' Punk, Noise, Avant-Garde
 [01.04.98] Host KSFR 90.7 FM, SF Public Radio, Eclecticism: Reggae, Rap, Jazz, Electronic, World
 [01.04.98] Host KSFR 90.7 FM, Santa Fe Public Radio, Artist Portrait: Ayler, Coleman, Dolphy, Braxton
 [12.28.97] Co-Host KSFR 90.7 FM, 'Stereo Jelly,' Punk, Noise, Avant-Garde
 [12.28.97] Host KSFR 90.7 FM, SF Public Radio, Eclecticism: Reggae, Rap, Jazz, Electronic, World
 [12.28.97] Host KSFR 90.7 FM, Santa Fe Public Radio, Artist Portrait: The Velvet Underground
 [12.21.97] Host KSFR 90.7 FM, Santa Fe Public Radio, Artist Portrait: Iannis Xenakis
 [12.14.97] Host KSFR 90.7 FM, Santa Fe Public Radio, Artist Portrait: Terry Riley
 [12.07.97] Host KSFR 90.7 FM, Santa Fe Public Radio, Artist Portrait: Scelsi and Schnittke
 [11.30.97] Host KSFR 90.7 FM, Santa Fe Public Radio, Artist Portrait: Berg and Webern
 [11.23.97] Host KSFR 90.7 FM, Santa Fe Public Radio, Artist Portrait: Aphex Twin
 [11.16.97] Host KSFR 90.7 FM, Santa Fe Public Radio, Artist Portrait: Squarepusher
 [11.09.97] Host KSFR 90.7 FM, Santa Fe Public Radio, Artist Portrait: Autechre
 [11.02.97] Host KSFR 90.7 FM, Santa Fe Public Radio, Artist Portrait: Negativland
 [10.26.97] Host KSFR 90.7 FM, Santa Fe Public Radio, Artist Portrait: Alvin Lucier
 [10.19.97] Host KSFR 90.7 FM, Santa Fe Public Radio, Artist Portrait: Christian Wolff
 [10.12.97] Host KSFR 90.7 FM, Santa Fe Public Radio, Artist Portrait: David Tudor
 [10.05.97] Host KSFR 90.7 FM, Santa Fe Public Radio, Artist Portrait: La Monte Young
 [09.28.97] Host KSFR 90.7 FM, Santa Fe Public Radio, Artist Portrait: John Cage
 [09.21.97] Host KSFR 90.7 FM, Santa Fe Public Radio, Artist Portrait: Messiaen and Satie
 [09.14.97] Host KSFR 90.7 FM, Santa Fe Public Radio, Artist Portrait: Fela Kuti
 [09.07.97] Host KSFR 90.7 FM, Santa Fe Public Radio, Artist Portrait: KRS-ONE

Professional Associations

- International Association of Accessibility Professionals (IAAP)
- Acoustical Society of America (ASA)
- Advance HE
- Association for Computing Machinery (ACM)
- Audio Engineering Society (AES)
- Center for New Music (C4NM)
- Fractured Atlas
- Game Audio Network Guild (GANG)
- Institute of Electrical and Electronics Engineers (IEEE)
- Interactive Audio Special Interest Group (IASIG)
- International Society for Music Information Retrieval (ISMIR)
- Society for Electro-Acoustic Music in the United States (SEAMUS)
- Society of Professional Audio Recording Services (SPARS)
- Special Interest Group on Computer Graphics (SIGGRAPH)

Academic Courses Taught

- Principles of Sound
- Studio Production
- Signal Processing
- Electronic Music Production
- Studio Maintenance and Audiovisual Technology
- Audio Post Production
- Game Audio
- Advanced Studio Production
- Sound Design
- Advanced Audio Post Production
- Audio Programming for Interactive Media
- Mastering and Media Preparation
- Audio Scripting
- Advanced Game Audio
- Interactive Design
- Interactive Audio Fundamentals
- Adaptive Audio Integration
- Intermedia Composition
- Basic Recording 1
- History of Music Production
- Computer Music Production 1
- Intermediate Recording and Production 1
- Digital Audio Workstation 1
- Digital Audio Workstation 2
- Computer Music Production 2
- Intermediate Recording and Production 2
- Audio Post Production 1
- Advanced Recording and Production 1
- Advanced Recording and Production 2
- Audio Post Production 2
- Studio Etiquette and Psychology
- Capstone Project (Thesis)
- Add'l presentations and guest lectures

Recent Volunteer Experience

Society for Electro-Acoustic Music in the United States (SEAMUS)

Adjudicator

2019 – 2021

Judge for SEAMUS 2020 & 2021 National Conferences

Pride Arts and Crafts Social

Facilitator

2019 – 2021

Providing a safe and inclusive space for creative expression and community building for gay, queer, trans, and otherwise identifying students

AfroComicCon Festival

Organizer

2020 – 2021

Platform to showcase and empower artists who have historically been denied equal access to opportunity and promote diversity in the creative arts

After-School All-Stars

Instructional Designer

2018 – 2019

Developed comprehensive after-school arts programs in underserved communities

Audio Engineering Society

Faculty Liaison, AES Student Chapter

2016 – 2019

Girls Who Code

Volunteer

2017 – 2018

Girls Make Beats

Volunteer

2016 – 2017

Selected Writings

AUGMENTING THE REALITY OF ACCESSIBLE LEARNING ENVIRONMENTS

Education Technology Insights

2023

The integration of Augmented Reality (AR) technology holds immense potential to revolutionize accessible digital learning environments for individuals with disabilities. The framework provides opportunities for immersive, interactive, and inclusive learning experiences that enhance student engagement. The present research explores the theoretical foundations and technological advancements of AR in addressing the unique needs of people with disabilities, focusing on practical applications and prospective advances, exploring how AR can integrate visual and auditory cues for learners with hearing and sight impairments, incorporate haptic feedback and gesture recognition to facilitate tactile and kinesthetic interactions for students with motor impairments and tailor content delivery methodologies for those with cognitive disabilities. The study emphasizes the significance and efficacy of AR in catalyzing equitable and empowering online learning environments and highlights implications for all learners, enabling individuals with disabilities to participate and thrive fully.

LEARNING EFFICACY OF MULTIMEDIA IN INTERACTIVE AUGMENTED REALITY ENVIRONMENTS

2017

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.

EFFECTS OF ARTS EDUCATION AND UNDERSERVED COMMUNITIES

2016

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.

ADAPTIVE LEARNING DESIGN IMPLICATIONS: EFFECTS OF MULTIMEDIA ON LEARNING EFFICACY AND COGNITIVE LOAD

2016

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.

APPLE PRO TRAINING SERIES: Logic Pro 9 and Logic Express 9: Professional Audio Production

Peachpit Press

2009

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

References

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