Daniel Nguyen

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SUMMARY

Certified Scrum Product Owner and educator with 10+ years of experience in public schools, inspired by the learning that is possible when every student has access to excellent teaching and high-quality materials. Skilled in cultivating cross-functional collaborative environments, maximizing value, and utilizing data and effective communication to achieve team goals. Committed to leveraging my expertise in curriculum development, product, and technology to drive innovation and meaningful outcomes in EdTech.

SKILLS

Curriculum: Instructional Design, Problem-based Learning, Culturally-responsive Pedagogy, Assessment
Technical: Ruby on Rails, Javascript, HTML, CSS, Ruby, SQL (PostgreSQL), Python, Git, Linux
General: Google Workspace, Microsoft Office Suite (Word, Powerpoint, Excel), Mentorship

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PROFESSIONAL EXPERIENCE

Academic Tutor | Freelance | Quincy, MA   *June 2022-Present*

- Collaborated with clients and stakeholders to establish clear goals and expectations for academic performance, outlining specific target areas and desired outcomes for improvement
- Conducted comprehensive assessments to identify learning gaps and designed individualized lesson plans to address specific needs, resulting in a 25% average academic growth
- Fostered a positive and supportive learning environment by establishing rapport with students, actively listening to their concerns, and providing constructive feedback, resulting in a 90% student satisfaction rate
- Implemented communication strategies to keep stakeholders informed about student progress, utilizing regular progress reports, parent-teacher conferences, ensuring a high level of transparency and collaboration throughout the tutoring process

Educator | Quincy Public Schools | Quincy, MA   *August 2017-June 2022*

- Utilized formative assessment data to drive instructional decision-making, resulting in a 30% increase in student mastery of grade-level math standards throughout the academic year
- Created an extracurricular program to teach computer science fundamentals (Code.org, Scratch) to elementary school students, earning 100% satisfaction rating from parents and community
- Fostered a culture of continuous improvement by encouraging team members to reflect on their teaching practices and share best practices, resulting in a more collaborative and effective team
- Leveraged education technology solutions to deliver dynamic and interactive learning experiences, resulting in increased student engagement
- Mentored and provided ongoing support to student teachers, resulting in improvements to their instructional and classroom management skills, and positive feedback from school administrators

Educator | Boston Public Schools | Boston, MA   *August 2014-June 2016*

- Developed and implemented standards-based lesson plans and instructional materials for a 3rd grade classroom, effectively delivering engaging lessons that catered to diverse learning styles and abilities, resulting in 50% student academic growth
- Collaborated with grade-level teachers to develop and implement a math intervention program, resulting in a 30% decrease in the number of students requiring additional math support and a 20% increase in overall math proficiency

- Spearheaded the implementation of a Sheltered English Instruction approach, leading to targeted support for English learners and improved academic language acquisition

Teacher | VietAID Scholarly Program for Youth | Boston, MA   *Summers 2010-2013*
- Collaborated with a diverse team to develop and implement experiential learning experiences, incorporating family involvement and engagement to create a vibrant learning community
- Led the development and implementation of a program-wide classroom management system, utilizing PBIS principles to promote positive behavior and create a supportive learning environment
- Facilitated summer program activities for 1st-8th graders, providing academic support, enrichment opportunities, and community engagement initiatives that fostered
- Created leadership opportunities for high school-aged youth, empowering them to develop essential skills and pursue their dreams while contributing to the mission of providing affordable and impactful out-of-school time programming for the community

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EDUCATION
University of Connecticut | Storrs, CT   *May 2014*
Master of Arts, Curriculum and Instruction

University of Connecticut | Storrs, CT   *May 2013*
Bachelor of Science, Elementary Education

INDEPENDENT LEARNING & PROJECTS | GitHub
Utilized open-source curriculum and online coursework, including The Odin Project and Harvard's CS50x, to gain proficiency in computer science and web development fundamentals. Developed full stack web applications using a variety of technologies including JavaScript, HTML, CSS and server-side frameworks such as Ruby on Rails.

Project: Quizzly | Technologies Used: Ruby on Rails, OpenAI API, PostgreSQL
- Integrated OpenAI's API into Quizzly, allowing the app to leverage the capabilities of natural language processing and machine learning to generate intelligent quizzes that are tailored to the user's input, resulting in an engaging and interactive experience
- Implemented a robust user authentication and authorization system by utilizing the Devise and OmniAuth gems
- Integrated a PostgreSQL database to efficiently store and manage quiz data
- Incorporated PDF generation functionality, empowering users to download and print their generated quizzes

Project: Flixx | Technologies Used: JavaScript, CSS, HTML
- Integrated TheMovieDB's API into Flixx, allowing the application to fetch data and display accurate and real-time information from a comprehensive movie and TV database
- Created an intuitive and visually appealing interface, ensuring ease of use and engagement for users
- Implemented a search feature, enabling users to find detailed information about specific titles, and enhancing the user experience

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LICENSES & CERTIFICATIONS
Certified Scrum Product Owner (CSPO), Elementary (1-6) Teaching License, Mathematics (1-6) Teaching License, English as a Second Language (PreK-6) Teaching License