

Daniel Nguyen

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SUMMARY

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 optimizing outcomes through goal-oriented, data-driven decision making. Deep understanding of school and classroom operations, and a passion for leveraging technology to enhance student engagement and achievement.

SKILLS

Curriculum: Instructional Design, Problem-based Learning, Culturally-responsive Pedagogy, Assessment

Technical: Ruby on Rails, Javascript, HTML, CSS, Ruby, SQL (PostgreSQL), Git, Linux

General: Google Workspace, Microsoft Office Suite (Word, Powerpoint, Excel), Mentorship

PROFESSIONAL EXPERIENCE

Quincy Public Schools

Quincy, MA

Educator

August 2017-July 2022

- Led the creation of an extracurricular program to teach computer science fundamentals (Code.org, Scratch) to elementary school students, earning positive feedback from parents and the community
- Taught programming concepts to students using Blockly, a web-based visual programming language, resulting in increased student engagement and understanding of coding principles
- Collaborated with cross-functional teams to develop and implement evidence-based interventions, resulting in improved student outcomes and increased organizational effectiveness
- 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
- Mentored student teacher and provided ongoing support and feedback to enhance their teaching skills and classroom management techniques
- Utilized education technology solutions to deliver effective and engaging in-person and online learning experiences

Boston Public Schools

Boston, MA

Educator

August 2014-July 2016

- Actively managed group of 25 diverse learners and implemented a comprehensive communication plan that kept families and school stakeholders informed of learner progress and needs
 - Incorporated research-based best practices for culturally-responsive instruction resulting in a more equitable, inclusive, and supportive learning environment for all students
 - Developed and implemented engaging sequences of learning activities based on state standards using a backward design approach
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PROJECTS | [Portfolio](#) | [GitHub](#)

Developed full stack web applications using frontend technologies including JavaScript, HTML, CSS and server-side frameworks such as Ruby on Rails. Most recently leveraged the OpenAI API to create an AI-powered tool for educator colleagues to improve lesson planning efficiency.

EDUCATION

University of Connecticut

Storrs, CT

Master of Arts, Curriculum and Instruction

University of Connecticut

Storrs, CT

Bachelor of Science, Elementary Education, Concentration: Science