Greg Bunyea

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EDUCATION

Carnegie Mellon University, School of Computer Science

Masters of Education Technology & Applied Learning Science (**METALS**)
Aug 2019, GPA: 3.66/4.33

University at Buffalo

B.A. Computer Science
May 2018, *Cum Laude*

SKILLS

Learning Science

Cognitive Task Analysis (CTA), E-Learning, Backward Curriculum Design, KLI

Design

Contextual Inquiry, Interviews, Affinity Diagramming, Storyboarding, Prototyping, Usability Testing

TOOLS

Programming

JavaScript, Python, React.js, p5.js, Git

Instruction Design

OLI, CTAT (Intelligent Tutors)

Visual Design

Figma, Adobe XD, InDesign, Illustrator, Animate, Inkscape, GIMP

COURSEWORK

Learning Media Design
Learner Experience Design
Personalized Online Learning I & II
E-Learning Design
Tools for Online Learning
Design for Educational Games
Ed. Goals, Instruction, and Assessment

HONORS/AWARDS

METALS Merit Scholarship 2018-2019

University at Buffalo Provost Scholarship 2014-2018

Pledge of the Computing Professional 2018

PROJECTS | Carnegie Mellon University, Pittsburgh PA

Capstone Project

Client: Renaissance Learning, Inc. (RL) Jan 2019 - present

- Collaborating with RL teams to develop new district admin dashboard
- Supporting team of 5 to create product to meet needs of users & RL
- Planning 2-month agile research and development cycle
- Directing design & data analytics research teams to maintain progress
- Prototyping and testing to refine dashboard features and layout

Impostor Syndrome Educational Game Mar 2019 - present

- Designing multiplayer card game with event-driven gameplay
- Planning revision cycles based on Tandem-Tranformational design
- Interviewing mental health experts to validate efficacy of game
- Play-testing to analyze game mechanics for alignment with goals
- Developing for submission to Games for Change Awards 2020

Learning Journal for COPD Patients

Client: University of Pittsburgh Medical Center (UPMC) Jan 2019 - May 2019

- Analyzed COPD patient experiences for possible learning intervention
- Examined learning theories to target motivation and knowledge gaps
- Created cost-effective journal to structure goals and scaffold learning

Competency Assessment for PBL Courses

Client: Winchester Thurston Independent School (WT) Aug 2018 - Dec 2018

- Conducted 6 rounds of research (5 interviews, 1 observation) at WT
- Analyzed needs for instructor-centered product design
- Co-designed app for assessing 21st Century Skills

Career Oriented ESL Curriculum

In Collaboration with: Journey's End Refugee Services Oct 2018 - Dec 2018

- Interviewed stakeholder to contextualize learners and environment
- Established a set of educational goals based on the population needs
- Developed one week of backward designed assessments & instruction

RELEVANT EXPERIENCE

Head Teaching Assistant & Senior Research Aide

University at Buffalo, Buffalo NY June 2016 - May 2018

- Designed initial content & activities for *How the Internet Works* course
- Oversaw approximately 40 TAs and Faculty on weekly basis
- Revised curriculum using data from Fall 2016 to improve Fall 2017 course
- Scaled course from 440 to 660 students by shifting to seminar-style