

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, Affinity Diagramming,
Storyboarding, Speed-dating, 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

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
Preparing for 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-Transformational design
Interviewing mental health experts to validate efficacy of game
Play-testing to analyze game mechanics for alignment with goals
Readying 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 Cwith: 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

Created initial content & activities for *How the Internet Works* course
Oversaw approximately 40 TAs and Faculty on weekly basis
Processed data from Fall 2016 for effectiveness and improvement
Scaled course from 440 to 660 students by shifting to seminar-style