TRETA SHARMA

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Learning Scientist with 8+ years in EdTech product development and implementation. Led curriculum analytics for 1.2M+ learners across 3000+ institutions at LEAD EdTech unicorn startup. Specialized in AI learning solutions, learning experience design, data-driven instruction, and large-scale training program development. Expert in agile product methodologies, cross-functional collaboration with engineering teams, designing and implementing learning products and environment solutions that make both learners and educators genuinely excited to show up.

Education

Northwestern University, Evanston, IL | Master of Science in Learning Sciences | 2024-2025
Relevant Coursework: Educational Product Design, Design of Learning Environments, Learning Analytics, Educational Technology Design, Instructional Coaching, Learning Evaluation and Global Education Policy

Indraprastha University, India | Bachelor of Education | 2015-2017
Focus: Education and Learning Management, Gamification, Knowledge Management and Representation, Learner Psychology and Analysis, Education Policies

University of Delhi, India |Bachelor of Commerce | 2010-2013
Concentration: Business Administration, Business Management and Economics

Bhartiya Vidya Bhawan | PG Diploma | 2014-2015
Mass Communication

Experience

FEB 2022 – APR 2023
Excellence Analyst – LEAD Schools (Unicorn Startup)– Full Time

- Created **digital learning experiences for 1.2M+ learners across 3000+ institutions** nationwide, utilizing learning analytics to drive improvements in educational outcomes and learner engagement
- Conducted **extensive user research** through 50+ sessions, **implementing TPACK framework** insights to optimize technology integration and interface design
- Collaborated directly with **product and engineering teams** to build scalable curriculum frameworks, ensuring technical feasibility while maintaining pedagogical excellence
- Performed comprehensive **needs assessments for 10+ institutional accounts, aligning learning product design features** and implementation strategies with client requirements
- Designed and executed comprehensive **training programs** reaching educators through systematic teacher debriefs, resulting in **20% improvement in student performance across partner institutions**
- Unified the requirements of **5 education policy boards into a single Learning System Management platform**, ensuring regulatory compliance and consistency across diverse educational contexts
- **Handled enterprise-level program rollouts across diverse geographical regions**, coordinating complex project timelines, resource allocation, and multi-stakeholder communications.
- **Worked with cross-functional collaboration between EdTech designers, engineers, and curriculum managers** to implement product improvements, reducing system errors across Enterprise Resource Planning (ERP) features
- Solved bottlenecks and quick fixes as a part of **the Rapid Response Team (RRT)** reducing Turn Around Time (TAT) for clients

MAY 2019 – JAN 2022
Learning Experience Designer and Faculty | HCL Technologies' Shiv Nadar Foundation | Full Time

- Created innovative **art-integrated STEM learning programs serving 450+ learners** across multiple educational grade levels, through strategic technology integration
- Developed **gamified assessment systems** using Bloom's taxonomy and DOK frameworks that significantly improved learner engagement
- Facilitated **design thinking workshops** where learners analyzed community challenges and **prototyped both tech-based and traditional solutions**

- Managed **faculty development initiatives, training** dozens of instructors on advanced technology-enhanced pedagogical practices and modern learning environment design as program coordinator
- Applied NEP (National Education Policy) **guidelines to inform curriculum design**, facilitating policy-driven educational transformation across programs and ensuring regulatory alignment
- Created inclusive learning environments that promoted learner ownership and developed advanced critical thinking and metacognitive skills through evidence-based learning science applications

MAY 2017 – MAY 2019
Fellow Advisor | Teach for India (Teach for All) | Full Time
- Created comprehensive training programs for 100+ adult fellows during a mandatory residential program
- Collaborated with program managers to support 53 adult learners through evidence-based training methodologies driven by ADDIE, Kirkpatrick, and SAM models
- Mentored diverse teams of adult learners working in low-income schools across suburban communities, providing ongoing pedagogical support and professional development sessions as instructional coach
- Observed classrooms intensively and ran detailed debriefing sessions during 1:1 meeting, delivering personalized coaching that improved teaching effectiveness and student engagement
- Built mentoring frameworks that enhanced participant confidence in using digital learning tools.

Fellow Social Impact
- Managed educational transformation initiatives in underserved communities, implementing innovative teaching methodologies and technology solutions that improved learning outcomes for 120+ first-generation learners
- Served as an active member of the School Management Committee, working directly with government representatives including MLAs (Members of Legislative Assembly) to advocate for educational policy improvements and resource allocation
- Ran comprehensive community development programs by building strategic relationships and mediating between school authorities, local government, and parent communities
- Created sustainable educational programs in collaboration with school leadership

Research Projects
- **AI-Integrated Learning Platform for Self-Directed Learners**
  Independent project | 2024 (Ongoing)
  Designing web-based platform that combines AI with learner autonomy for personalized learning pathways
- **AI Literacy Workshop Curriculum**
  Northwestern University | 2025
  Designed comprehensive workshop series introducing AI concepts and applications for educators and learners
- **The Energy City" Educational Board Game**
  Independent Project | 2024
  Created NGSS-aligned board game (3-5-ETS1-3 Engineering Design) that teaches energy concepts
- **Managed Community-Centered Tech Innovation Leadership Program**
  Innovation Project | 2021-2022
  Mentored youth for community research for developing tech and non-tech innovations
- **Urban Villages Socio-Economic Research**
  Partnership with Teach for India | 2018-2019
  Conducted field research on socio-economic patterns in Delhi urban villages, informing educational strategies

Skills
- EdTech & Product Development - Product Strategy, Learning Experience Design (LXD), Curriculum Development, AI Learning Solutions, Cross-Functional Collaboration, Enterprise Implementation, UDL, Learning Analytics, User Research
- Program Management & Research - Training, Implementation Management, Multi-Stakeholder Collaboration, Change Management, Qualitative & Quantitative Research, Policy Implementation
- Design & Assessment - Instructional Design, User-Centered Design, Gamification, Curriculum Development, Bloom's Taxonomy, TPACK Framework, Workshop & Program Design
  Tools: Figma, Canva, Adobe Creative Suite, Google Analytics, Excel, Excalidraw, Miro