**Philip GeLinas**

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**K-8 | Science| Math | Computer Science**

With a strong foundation in software development, automation, data analysis, and technical writing, I bring real-world STEM applications, problem-solving expertise, and technology integration to the classroom. My professional experience equips me to teach students critical thinking, computational thinking, and hands-on engineering principles while fostering an engaging, inquiry-based learning environment.

**CORE COMPETENCIES**

| * Curriculum Development * STEM Integration * Classroom Management * Differentiated Instruction | * Project-Based Learning * Technology Integration * Data-driven Instruction * Reading Literacy | * Assessment & Evaluation * Educational Technology * Experiential Learning * Grant Writing |
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**Professional Experience**

**Technical Product Owner | Instant Group (Mindera)** 05/2023 - 11/2024

*Leveraging a background in leading cross-functional teams and developing innovative technology solutions, I bring a problem-solving mindset and a passion for integrating real-world applications into middle school math, science, and technology education. My experience in software development, data analysis, and iterative design aligns with project-based learning, allowing students to explore STEM concepts through hands-on experimentation and inquiry-driven lessons. By incorporating coding, digital literacy, and engineering principles into the curriculum, I will prepare students with the critical thinking and analytical skills needed for success in an increasingly technology-driven world. My ability to foster collaboration, adapt complex topics into engaging lessons, and create student-centered learning experiences will inspire curiosity and innovation in the classroom.*

* Project-Based Learning (PBL) & Inquiry-Based Instruction – Led an iterative development process, guiding a team through prototyping, testing, and refinement, aligning with how students should engage in hands-on STEM projects and scientific investigations.
* Technology Integration & Digital Literacy – Developed a React-Node-based platform and iOS/Android applications, demonstrating expertise in app development, cloud computing, and UX design, which can be applied to teaching coding, robotics, and software fundamentals.
* Mathematical Thinking & Data Analysis – Analyzed post-launch metrics and market trends, showcasing skills in data-driven decision-making, statistical analysis, and real-world math applications—ideal for teaching data science concepts in middle school math.
* Critical Thinking & Problem-Solving – Proactively identified and mitigated technical and operational risks, reflecting logical reasoning and analytical skills that are central to STEM education.
* Collaboration & Teamwork in STEM – Fostered cross-functional teamwork among developers, designers, and product teams, mirroring how students collaborate in group STEM projects, engineering challenges, and problem-solving exercises.
* Agile & Iterative Thinking – Implemented Scrum ceremonies and iterative development, which parallels how students should hypothesize, test, and refine ideas in math and science.
* Cybersecurity & Digital Responsibility – Developed secure, user-centered digital solutions, aligning with teaching digital citizenship, cybersecurity basics, and ethical technology use.
* Process Optimization & Logical Reasoning – Implemented CI/CD pipelines and improved quality assurance, demonstrating efficiency-focused workflow design and automation, concepts relevant in math and technology lessons.
* Real-World Applications of Math & Science – Delivered customizable solutions using algorithms and search optimization, directly connecting to teaching algorithms, pattern recognition, and computational thinking.
* Communication & Instructional Design – Facilitated transparent discussions, guided teams, and aligned product vision with stakeholder needs, skills essential for explaining complex STEM concepts in an accessible way to students

**Product Owner / Engineering Analyst | T-Mobile (Insight Global)**  03/2021 - 05/2023

*Spearheaded the creation of a cloud-based* ***cybersecurity test automation platform****, leading its inception, securing funding, staffing teams, and overseeing execution. Partnered with security analysts to address critical challenges, including ensuring* ***compliance with federal regulations and industry standards (ex. OSHA)****, while securing stakeholder buy-in to drive the project’s success.*

* Project-Based Learning & Real-World Applications – Led the development of an advanced cybersecurity automation platform, mirroring real-world problem-solving and critical thinking skills central to STEM education.
* Technology & Digital Literacy – Designed automated systems for compliance verification, showcasing expertise in coding, cybersecurity, and cloud computing—key topics for engaging technology-based lessons.
* Data Analysis & Mathematical Thinking – Used data-driven analysis to improve efficiencies, demonstrating real-world applications of statistics, pattern recognition, and optimization in math instruction.
* Problem-Solving & Engineering Mindset – Developed streamlined solutions to reduce repetitive tasks, reinforcing the engineering design process and logical reasoning essential in science and technology teaching.
* Collaboration & Communication – Led a cross-functional team, emphasizing teamwork and effective communication—skills that are vital for student group projects and STEM-based learning activities.
* Cybersecurity & Ethical Technology Use – Built solutions ensuring compliance with security regulations, providing a foundation for teaching students about cybersecurity, ethical hacking, and responsible digital citizenship.
* Hands-On Learning & Inquiry-Based Instruction – Translated complex business challenges into automated solutions, aligning with the hands-on, problem-based learning approach used in STEM education.

**E-Commerce Supervisor | Kroger** 02/2020 - 03/2021

* Technology Integration & Digital Literacy – Led a 20-person department to launch Kroger’s e-commerce platform, applying automation and digital tools to streamline operations—skills essential for teaching students about automation, coding, and digital problem-solving.
* Mathematical Thinking & Data Analysis – Managed logistics, capacity planning, and scheduling using data-driven decision-making, directly applicable to teaching real-world applications of math, statistics, and algebraic reasoning.
* Project-Based Learning & Inquiry-Driven Instruction – Transformed manual workflows into a streamlined digital system, mirroring the engineering design process that helps students develop problem-solving and critical thinking skills.

**Senior Programmer Writer | Microsoft (AIM)**  06/2019 - 01/2020

* Technical Writing & Communication – Authored technical guides and led cross-functional reviews, showcasing the ability to break down complex concepts—a skill essential for teaching STEM subjects clearly and effectively.
* Collaboration & Teamwork – Worked with developers and stakeholders to streamline content and technical alignment, reflecting the importance of collaborative learning and peer-to-peer instruction in the classroom.

**Software Development Engineer | Nordstrom (Insight Global)**  01/2019 - 06/2019

* Technology & Problem-Solving – Migrated legacy systems to modern microservices, demonstrating an understanding of software development, computational thinking, and coding concepts that can be integrated into STEM education.
* Mathematical Reasoning & Efficiency – Implemented CI/CD automation to reduce cycle times by 35%, emphasizing the importance of optimization, pattern recognition, and logical problem-solving in math and science.

**Software Development Engineer in Test | Expedia (AIM)** 2018 – 2019

* Inquiry-Based Learning & Scientific Method – Migrated applications to microservices and improved testing efficiency, mirroring the scientific method and iterative problem-solving in science education.
* Data Analysis & Technology Integration – Enhanced defect detection through automation, highlighting how data-driven analysis can be applied to problem-solving in math and technology.

**Software Development Engineer in Test | T-Mobile (Insight Global)** 2017 – 2018

* Cybersecurity & Digital Responsibility – Developed a high-performance data pipeline for SMS alerts, showcasing skills in data security, digital citizenship, and responsible technology use—all crucial for teaching cyber safety and ethics.
* Collaboration & Communication – Worked with Scrum teams to eliminate blockers and focus on high-value outcomes, reinforcing the importance of teamwork and problem-solving in student STEM projects.

**Software Development Engineer in Test | Walt Disney Co. (Randstadt)** 2015 - 2016

* Hands-On Learning & STEM Applications – Developed a cloud-based Selenium testing framework, demonstrating expertise in automation, coding, and cloud computing, which can be integrated into classroom technology instruction.
* Engineering & Computational Thinking – Optimized DevOps workflows using Chef and Selenium Grid, reinforcing the importance of systems thinking and problem-solving in engineering challenges.

**Software Development Engineer in Test | CISCO (Insight Global)** 2014 - 2015

* STEM Literacy & Problem-Solving – Built UI testing infrastructures with Selenium Grid, highlighting expertise in logic, automation, and algorithmic thinking—key skills for teaching students coding and software concepts.
* Project-Based Learning & Inquiry – Led training sessions to improve test framework integration, showcasing the ability to teach technical concepts through hands-on, inquiry-based learning.

**Senior Programmer-Writer | Atigeo, LLC**  2010 - 2014

* Artificial Intelligence & Data Science – Developed SDKs for an early AI-driven medical coding platform, providing a foundation for teaching students about AI, machine learning, and data analysis in science and technology.
* Digital Citizenship & Cybersecurity – Ensured HIPAA compliance, highlighting real-world cybersecurity principles, which can be taught in digital literacy and online safety lessons.

**Senior Programmer-Writer | Irdeto** 2008 - 2010

* Coding & Software Development – Developed SDKs and API guides for streaming media technologies, skills that translate to teaching students app development and multimedia integration in STEM.
* Collaboration & Digital Communication – Led developer workshops, showcasing strong communication skills necessary for facilitating interactive learning and group projects.

**Technical Publication Engineer II | Fair Isaac Corporation (FICO)** 2007 - 2008

* Mathematical Thinking & Data Interpretation – Documented APIs for a fraud analytics platform, reinforcing expertise in mathematical modeling, algorithms, and predictive analytics—all applicable to math and science instruction.
* Technology Integration & STEM Connections – Supported system usability in a complex environment, mirroring how students apply STEM concepts in real-world problem-solving.

**Programmer-Writer | Medianet** 2004 - 2007

* Computational Thinking & Coding – Developed API documentation and demo applications for Web Service products, a foundation for teaching students coding and software engineering principles.
* Project-Based Learning & Digital Literacy – Managed a developer portal, showcasing expertise in digital content creation, user experience, and online learning tools.

**Program Manager | Intel** 2000 - 2002

* Innovative STEM Instruction – Developed a knowledge-management platform with a video and PowerPoint synchronization feature, demonstrating expertise in multimedia integration for education.
* Recognition for Innovation – Earned Intel’s SEC Division Award for developing new solutions, reflecting a passion for inspiring students to think creatively and apply STEM knowledge to real-world problems.

**Technical Writer / Web Publisher | IBM (Keane)** 1998 - 2000

* Clear Communication & Instructional Design – Developed user-focused training materials, demonstrating the ability to break down complex STEM concepts into accessible lessons.
* Technology Integration & Digital Literacy – Translated technical system knowledge into practical learning resources, equipping customers with foundational skills in coding, problem-solving, and digital literacy.

**Middle School Physical Science / Engineering Technology Teacher | Desert Hills Middle School (Kennewick, WA) 1997/1998**

* STEM Curriculum Development & Program Leadership – Designed and implemented a hands-on engineering technology program, transforming a defunded shop class into a dynamic, grant-funded STEM workshop that engaged students in real-world engineering and science applications.
* Project-Based Learning & Scientific Inquiry – Taught physical science fundamentals through hands-on projects, including bridge-building challenges, simple machines, electronics, and material science experiments, allowing students to apply scientific principles in a workshop setting.
* Engineering Design & Critical Thinking – Led students through the engineering design process, teaching them to brainstorm, prototype, test, and refine solutions to real-world challenges, reinforcing problem-solving and teamwork.
* Grant Writing & Program Expansion – Secured funding to equip the workshop with tools, materials, and technology, ensuring students had access to high-quality STEM education and hands-on learning experiences.
* Interdisciplinary STEM Applications – Connected math, science, and engineering concepts by guiding students through projects that required them to calculate forces, measure materials, analyze data, and apply scientific reasoning.

**Middle School Physical Science / Engineering Technology Teacher | Housel Middle School (Prosser, WA) 1995-1996**

* Hands-On STEM Instruction – Designed and led interactive lessons where students built working models of bridges, electrical circuits, catapults, and simple machines to explore physics and engineering principles.
* Workshop & Lab-Based Learning – Converted a defunded shop class into a fully functional engineering technology lab, equipping students with real-world problem-solving skills through hands-on experimentation.
* Curriculum Innovation & Development – Created a custom STEM curriculum integrating mechanical engineering, material science, and energy principles, ensuring students applied scientific knowledge in practical ways.
* Grant Writing & Resource Acquisition – Secured grant funding to expand the program, providing students with modern tools, robotics kits, and fabrication equipment for hands-on learning.
* Engineering & Design Thinking – Guided students through the engineering design process, encouraging them to brainstorm, prototype, test, and improve their designs in a collaborative setting.
* Cross-Disciplinary STEM Integration – Designed projects that blended physics, math, and engineering, teaching students to analyze data, measure forces, and apply scientific reasoning to real-world challenges.

**Foundational Technical Skills**

Programming— Python, Java, JavaScript

Scripting—Bash, Python, and Powershell

Databases— MySQL, PostgreSQL, MongoDB, SQLite

Debugging—Postman, Fiddler, Eclipse, IntelliJ

Web Development—JS ES6, HTML 5, CSS3, SQL, XML, JSON, YAML

Dev Tools— Git, Git Bash, VIM, GitHub, Eclipse, IntelliJ, Confluence, Jupyter Notebooks, Jenkins, JIRA, Visual Studio, Visual Studio Code, Slack, Virtual Box, Docker Virtual Environments, Windows Linux Subsystem(WLS)

Multimedia— Photoshop, Illustrator, Audacity, Premiere, Camtasia, Photography, Videography / Editing, Screen-casting

OS— Windows, Linux, Mac, iOs, Android

UI Frameworks— React,Bootstrap, Node.js

Web Services— REST Microservices, Apache Tomcat, Apache HTTP, MS IIS, Sinatra

Methodologies— Agile/Scrum, LEAN TDD

Cloud— EBS, EC2, S3, XRAY, API Gateway

**Education and Credentials**

**Master’s in Science Education | 1997 | Eastern Washington University**

Amusement Park Physics Master's Project – Silverwood Theme Park, Sandpoint, ID

* Curriculum Development & STEM Education – Designed an amusement park physics curriculum for 4th-8th grade students, incorporating real-world applications of motion, forces, energy, and acceleration through hands-on activities.
* Science Day Event Coordination – Led the organization of Science Day at Silverwood Theme Park, where students from across the Northwest engaged in physics-based learning experiences, applying classroom concepts to amusement park rides.
* Interactive Workbooks & Experiential Learning – Developed customized student workbooks, guiding participants through data collection and calculations involving velocity, G-forces, centripetal motion, and energy transformations.
* Bridging Theory & Application – Provided direct instruction to students, helping them connect physics principles to real-world experiences, reinforcing key science concepts through high-engagement, inquiry-based learning.

**Bachelor of Arts in Education | 1995 | Eastern Washington University**

**Certifications**

* **K-8 with Science & Math Endorsements**
* **Certified Product Owner (CPO)**
* **Professional Scrum Product Owner (PSPO)**
* **Certified Scrum Master (CSM)**
* **Professional Scrum Master (PSM)**