

MARK JORDAN

Curriculum Designer www.markajordan.com

PROFESSIONAL SUMMARY

Curriculum Designer and STEM Educator with 24+ years of experience creating immersive, technology-enhanced learning for secondary and higher education. At Arizona State University's Dreamscape Learn, design VR/AR-aligned curricula reaching thousands of learners through collaboration with developers, writers, and SMEs. Led the creation of 40+ interactive labs and three multi-year engineering sequences that improved engagement and retention by 20%. Recognized with the Silver Apple Award for innovation and mentorship in STEM education. Expert in backward design, UDL, and authentic assessment to craft scalable, learner-centered programs.

EMPLOYMENT HISTORY

CURRICULUM DESIGNER Jun 2024 - Present

Arizona State University, Dreamscape Learn Tempe, AZ

- ◊ Design immersive VR/AR courseware integrating cinematic storytelling and evidence-based instructional design.
- ◊ Lead cross-functional teams to align measurable learning outcomes with authentic assessments.
- ◊ Develop scalable instructor enablement kits (tutorials, rubrics, templates) supporting adoption across campuses.
- ◊ Pilot and iterate content using learning analytics and faculty feedback to improve accessibility and engagement.
- ◊ Collaborate with faculty to translate narrative concepts into teachable, accessible interactions.

STEM & ENGINEERING TEACHER Jun 2020 - May 2024

Hamilton High School, Chandler Unified School District Chandler, AZ

- ◊ Designed and implemented multi-year PLTW engineering, aerospace, and cybersecurity curricula aligned to CTE and national STEM standards.
- ◊ Developed 40+ project-based labs and assessment rubrics, improving student mastery and consistency across classrooms.
- ◊ Created instructor guides and pacing templates for district-wide implementation.
- ◊ Mentored educators and competition teams, guiding students to state-level recognition.
- ◊ Awarded the Silver Apple for excellence in STEM curriculum design and mentorship.

STEM & TECHNICAL THEATRE TEACHER Aug 2000 - 2020

Gilbert Public Schools Gilbert, AZ

- ◊ Built and scaled engineering, robotics, and manufacturing curricula serving over 3,000 students across two decades.
- ◊ Developed CNC and fabrication lab programs, aligning safety and training standards to industry practices.
- ◊ Authored district-adopted course frameworks and pacing guides for multi-year engineering sequences.
- ◊ Created and led Space Night, a community STEM event engaging 500+ participants in applied science and design.
- ◊ Honored as Teacher of the Year for innovation in curriculum development.

MASTER CARPENTER & HOST Jan 2008 - 2009

HGTV's "Over Your Head" National Broadcast

- ◊ Hosted and led construction builds for three seasons on HGTV, producing narrative-driven, instructional segments that combined education and entertainment..

TECHNICAL DIRECTOR 2002 - 2007

The Torch Theatre / Phoenix Improv Festival Phoenix, AZ

- ◊ Directed and managed technical production for 30+ live performances annually.

- ◊ Designed and implemented the Level 1 improvisation curriculum and trained more than 100 new performers and instructors.

EDUCATION

M.S., INSTRUCTIONAL DESIGN AND TECHNOLOGY 2015 - 2016

Walden University Minneapolis, MN

Specialization: Online Learning

GRADUATE COURSEWORK, ARTS, MEDIA, AND ENGINEERING (AR/VR DESIGN) 2024 - Present

Arizona State University Tempe, AZ

GRADUATE COURSEWORK, PROFESSIONAL STUDIES (ENGINEERING EDUCATION) 2015 - 2017

Rochester Institute of Technology Rochester, NY

B.F.A., SECONDARY EDUCATION (TECHNICAL THEATRE EMPHASIS) 1995 - 1999

Arizona State University Tempe, AZ