Senior Curriculum Designer — Highlights

Profile

- Curriculum designer creating immersive, interactive learning enhanced by emerging tech (VR/AR, simulation, data-informed iteration).
- Proven leader managing multi-disciplinary initiatives with educators, developers, creative producers, and researchers.
- Expert in project-based learning, assessment alignment, and career-connected STEM curricula that scale.
- Strong media and narrative craft from on-camera and live production work, applied to emotionally engaging learning.

Core strengths aligned to the role

- Curriculum design: backward design (goals !’ evidence !’ learning), UDL, PBL, authentic assessment
- Emerging tech integration: VR/AR-aligned lesson design, simulation-based practice, media-rich storytelling
- Multi-project leadership: prioritize, plan, and deliver multiple curricula across disciplines
- Collaboration: partner with SMEs, writers, developers; translate requirements into buildable learning
- Quality and iteration: pilot, collect data, iterate; maintain design standards and templates
- Instructor enablement: tutorials, rubrics, templates, checklists; consistent delivery
- Platforms/tools: LMS, authoring tools, prototyping, basic analytics, version control

Experience highlights mapped to essential duties

- Define learning goals and progressions: map SME inputs and standards to measurable outcomes and rubrics
- Translate goals to materials/assessments: lesson guides, labs/builds, performance tasks, and formative checks
- Use technology to enhance/scale: integrate VR/AR concepts, simulations, and narrative media for engagement
- Manage multiple curricula: run parallel programs with clear scope, dependencies, and milestones
- Collaborate cross-functionally: align narrative, mechanics, and outcomes with creative and technical teams
- Evaluate and iterate: pilot, gather feedback, improve scaffolding, pacing, and assets
- Build instructor resources: tutorials, build guides, safety standards, templates, and rubrics
- Specify innovative tools: recommend adaptive/simulation tools that meet curriculum goals

Selected projects and outcomes

- Dreamscape Learn — Curriculum Design: immersive VR/AR-aligned courseware and labs with cross-functional teams
- Project Zephyr — High Altitude Weather Balloon: payload design, telemetry, recovery, post-flight data analysis
- Space Night — Experiential STEM event: community-scale interactive science experience tied to outcomes
- Robotics & Competition Teams: iterative design/build cycles, competition deliverables, student leadership
- CNC & Manufacturing Lab: lab program, safety systems, equipment training, and production workflows
- Phoenix Neutrino Project — Director: live “kamikaze filmmaking” merging improv and film; narrative experiences

• HGTV: Over Your Head — Master Carpenter & Host: on-camera design/build; visual storytelling and engagement
• Recognition — Silver Apple Award: honored for STEM teaching and mentorship

Portfolio links

Project Zephyr
Space Night
Robotics
CNC & Manufacturing Lab
Phoenix Neutrino Project
HGTV: Over Your Head
Silver Apple Award

Education

• M.S. Instructional Design & Technology (Walden University)

Cover letter prompt drafts

Evidence-based practices: Use backward design to anchor units in measurable outcomes; design authentic assessments and scaffold using UDL/PBL; embed retrieval/deliberate practice; include formative checks and rubrics; pilot, gather feedback, and iterate.

Integrating SMEs and texts: Build outcome map and requirements brief; run structured SME interviews; synthesize research and technical docs into concise, learner-friendly assets; validate with SMEs; run lean pilots; iterate toward clarity and impact.

ATS-friendly keywords

Curriculum design; instructional design; backward design; UDL; PBL; authentic assessment; VR; AR; simulation; cinematic storytelling; learning engineering; learning analytics; LMS; prototyping; cross-functional collaboration; SME collaboration; agile; templates; rubrics; scalability; iteration; student engagement.