# Senior Curriculum Designer — Application Kit

All-in-one reference to draft a cover letter, resume bullets, and interview answers for Dreamscape Learn.

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## How to use

• Use the cover letter template with bracketed fields for quick personalization.
• Copy bullets into your resume/LinkedIn.
• Use the STAR worksheets to prep interviews.
• Map your examples to the JD with the mapping table.
• Keep ATS keywords in mind and reuse portfolio links.

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## Cover letter template (Dreamscape Learn)

[Your Name] • [City, State] • [Email] • [Phone] • [Portfolio URL]

Dear Hiring Committee,

I'm excited to apply for the Senior Curriculum Designer role with Dreamscape Learn. My work blends evidence-based curriculum design with immersive technologies and cinematic storytelling — the exact intersection at the heart of DSL's mission. I build scalable, engaging experiences by aligning clear outcomes to interactive labs, authentic assessments, and instructor-ready resources.

Evidence-based design: I anchor every unit with backward design (outcomes !' evidence !' learning experiences), using UDL and PBL to make complex tasks accessible. Each build includes authentic assessments, formative checks, and rubrics; cycles are piloted and iterated based on feedback. [Add a one-sentence example tied to your portfolio].

Integrating SME input and source material: I synthesize SME interviews, research, and technical documentation into learner-friendly assets (lesson guides, lab sheets, performance tasks). I collaborate with writers, VR developers, and instructors to translate narrative and mechanics into teachable, assessable steps, maintaining templates and standards. [Add a one-sentence VR/AR or simulation example].

• Immersive + narrative learning: Phoenix Neutrino (live cinematic storytelling) • HGTV (on-camera design/build)
• Experiential STEM: Zephyr (stratospheric mission) • Space Night (community-scale interactive science)
• Engineering programs: Robotics (iterative builds) • CNC Lab (safety, production workflows)

I'm drawn to DSL's vision: emotionally engaging, scientifically rigorous learning that scales. I bring strong collaboration across disciplines, a builder's mindset, and a track record of shipping programs that align outcomes with memorable experiences. Thank you for your consideration.

Sincerely,

[Your Name]

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## Resume bullet bank

• Led cross-functional teams (writers, VR devs, SMEs) to translate learning goals into interactive lessons, labs, and assessments.
• Applied backward design and UDL to produce inclusive, measurable learning with authentic performance tasks.
• Integrated VR/AR concepts and simulation-based practice to increase engagement and transfer.
• Managed multiple curricula; scoped work, set milestones, and delivered on schedule.
• Produced instructor enablement kits: tutorials, guides, rubrics, checklists, and templates.
• Ran pilots; gathered feedback; iterated scaffolding, pacing, and assets to improve outcomes.
• Specified/adapted tools (LMS, authoring, analytics, collaboration) aligned to curriculum needs.

• Created media-rich storytelling elements to support emotionally engaging learning moments.
• Drove safety, build quality, and real-world application across robotics and manufacturing programs.
• Produced experiential events connecting learning to community and industry.
• Directed time-boxed production formats — calm coordination and rapid iteration.
• Mentored students and staff; fostered clear communication and collaboration.

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# STAR interview worksheets

## A) Cross-functional collaboration

• Situation: [Challenge]
• Task: [Outcome owned]
• Action: [Backwards design !’ prototype !’ pilot !’ iterate; stakeholder alignment]
• Result: [Engagement, clarity, reuse]

## B) VR/AR curriculum design

• Situation: [Abstract concept !’ immersive experience]
• Task: [Measurable, accessible, engaging]
• Action: [Outcomes !’ interactions !’ assets; UDL scaffolds; feedback loop]
• Result: [Evidence of learning; reusable pattern]

## C) Iterative improvement

• Situation: [Pilot revealed issues]
• Task: [Fix friction]
• Action: [Revise scaffolds, exemplars, rubrics; adjust flow]
• Result: [Higher completion/quality; smoother delivery]

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# JD mapping — your evidence lines

• Define learning goals & progressions !’ [Outcome map + rubric — Robotics/CNC/Zephyr]
• Translate goals into materials & assessments !’ [Lesson shell, lab sheet, performance task]
• Use technology to enhance & scale !’ [VR-aligned design; media storytelling; simulation]
• Manage multiple curricula !’ [Parallel programs with scopes/milestones — Robotics + Space Night + Lab]
• Communicate & deliver on time !’ [Status reports, reviews, risk management]
• Evaluate effectiveness & iterate !’ [Pilot, feedback, revision; before/after clarity or outcomes]
• Instructor resources !’ [Tutorials, standards, templates, rubrics]
• Specify innovative software/tools !’ [Adaptive/simulation tool selection criteria]

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# ATS 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.

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# Portfolio links

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

Silver Apple Award