

# Senior Curriculum Designer — Application Kit

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

## 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.

## 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)

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]

## 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](#)

[Learning Objective Generator \(AI\)](#)

[Phoenix Neutrino Project](#)

[HGTV: Over Your Head](#)

[Silver Apple Award](#)