

Lars Z. Mackenzie, PhD

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Experience

Instructional Designer + eLearning Specialist

Brandeis University, April 2019 - present

- Provide teaching and learning consultations to faculty designing online graduate courses.
- Champion the production of educational technology materials and environments that are accessible, aligned to learning outcomes, and that enhance the user experiences of students and faculty.
- Promote critical pedagogy, interactivity, collaboration, peer learning, and accessibility in online learning environments.
- Develop resources, guides, and best practices for faculty in online instruction, focusing on bridging learning management systems (Moodle) with external software.

Digital Technology Specialist

University of Minnesota, October 2018 - March 2019 (grant-funded temporary position)

- Maintain a WordPress site that showcases digital stories created by middle school students.
- Partner with cross-functional teams to manage hundreds of digital assets, create workflows, and decide how to categorize the metadata we need to use across platforms -- for the website, internal databases, and YouTube.
- Monitor website backups, version control, and documentation for overall site maintenance.

Freelance Web Developer

Self-Employed, May 2016 - present

- Create beautiful, mobile-friendly websites for clients in academia and small businesses.
- Utilize a range of modern development languages, libraries, and tools: React, Node, Express, Bootstrap, Material UI, PostgreSQL, WordPress, Drupal, RESTful APIs, Chart.js, SASS, JavaScript, HTML5, CSS3, and ES6.
- Optimize media assets for increased performance.
- Correspond with clients about project scope and user-interface design.
- Deploy applications to cloud based hosting services.

Graduate Instructor

University of Minnesota, Fall 2016, Summer 2017, and Summer 2018.

- Taught in-person and online courses (on Moodle and Canvas), incorporating opportunities for digital engagement for online students.
- Developed original curricula, assignments, and evaluation tools to communicate complex ideas to a diverse group of learners.
- Facilitated group dialogues, delivered multimedia presentations, and mentored students in critical thinking, writing, and oral presentation skills.

Program Coordinator

University of Minnesota, August 2015 - May 2017

- Rejuvenated the public profile of a scholarship program by creating two new regular events -- a brown bag series and a full-day symposium -- and a funding opportunity for a seed grant.
- Developed and facilitated a workshop on creating equity in the classroom that reached dozens of faculty and staff across the University.
- Stepped into a leadership role when the Assistant Director left the office, mentoring undergraduate staff and helping them revitalize the program's education and outreach initiatives.
- Evaluated program goals through Qualtrics surveys and interviews with key stakeholders.
- Presented finances and program updates to the Advisory Board quarterly.

Digital Humanities Project Coordinator

University of Minnesota, May 2014 - May 2016 (grant-funded position)

- Executed the development of a digital humanities initiative within a liberal arts department.
- Taught 500+ students to produce multimedia video projects and digital maps; supported multimedia production through audio and video editing, storyboarding, and script editing.
- Provided consultations to faculty on design and outcome evaluation for digital projects.
- Created a born-digital online course and supported the transition of an in-person course to become fully online, extending our ability to reach students.
- Managed the production of online educational modules used by universities across the nation.
- Secured over \$100,000 in digital infrastructure and programming grants.
- Coordinated with a cross-functional team of technologists to archive digital content.
- Hosted a Wikipedia-Edit-a-Thon day and other workshops to increase engagement and visibility.

Doctoral Researcher

University of Minnesota, September 2012 - February 2019

- Explored the impacts of data-driven decision-making and software design on people based on gender and race.
- Conceived, developed, funded, executed, and reported results of a mixed-methods research project that makes an original and substantial contribution to bodies of knowledge.
- Collaborated with colleagues to assemble panels at national conferences.
- Published a peer-reviewed article and several public-oriented blog posts based on findings.
- Recruited and interviewed research participants and coded results using ATLAS.ti.

Supervisor

loveisrespect, The National Dating Abuse Helpline, October 2011 - July 2012

- Promoted to supervisor of a crisis intervention hotline after three months as an advocate.
- Identified gaps in quality of service and conducted research to develop best practice principles.
- Trained and coached staff of 40 in regular one-on-one meetings.

Technical and Professional Skills

Web Development: JavaScript, React, HTML, CSS, Python, PostgreSQL, RESTful APIs, XML

Data Visualization and Analysis: Chart.js, D3, Atlas.ti, NVivo, R, ArcGIS

Media Production: iMovie, Final Cut Pro, GarageBand, ArcGIS StoryMaps, Audacity

Content Management Systems: WordPress, Scalar, Drupal, Omeka, Moodle, Canvas

Education

Doctor of Philosophy, February 2019

Department of Gender, Women, and Sexuality Studies, University of Minnesota, Minneapolis, MN

Areas of concentration: technology, critical data studies, LGBT studies

Bachelor of Arts, May 2010

School of Humanities, Arts, and Cultural Studies, Hampshire College, Amherst, MA

Areas of concentration: U.S. history, science and technology studies