

MAIJA KOZLOVA

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LinkedIn: [linkedin.com/in/maijakozlova](https://www.linkedin.com/in/maijakozlova)

GitHub: github.com/maijako

Portfolio: <https://maijako.github.io/maijako-portfolio>

SUMMARY

Experienced digital product manager and learning designer with a background in web development and Second Language Acquisition. Skilled in Agile methodologies and leading cross-functional teams. Led multiple digital transformation projects in the EdTech space, working with Subject Matter Experts and internal and external stakeholders. Strong experience in curriculum and learning design, games-based learning and gamification in education, as well as product design, user research and UX testing.

TECHNICAL SKILLS

HTML5, CSS, Bootstrap, JavaScript, jQuery, Node.js, DOM, Web APIs, third-party APIs, NPM, ReactJS, GitHub, Git, Jira, Confluence

PROJECTS

Focus Pilot | Repo: <https://github.com/maijako/focus-pilot> | Link: <https://maijako.github.io/focus-pilot>

Summary: An enhanced productivity timer app, developed during the EdX coding Bootcamp.

Role: Front end developer in a collaborative project with 2 other developers.

Tools: HTML, CSS, Bootstrap, JavaScript, JQuery, OpenWeatherMap API, moment.js, local storage.

Adventures in English | Link: <https://www.cambridgeenglish.org/learning-english/games-social/adventures-in-english/>

Summary: An immersive educational video game for English language learners built in Minecraft.

Role: Curriculum & learning design lead, narrative writer, junior developer on a team of 4.

Tools: Jira, Confluence, Minecraft Education Edition, Minecraft Bedrock Edition.

Exam Lift | Link: <https://www.cambridgeenglish.org/learning-english/games-social/exam-lift/>

Summary: A mobile-first gamified educational app for English language learners.

Role: Product designer, learning design lead, UX tester, User Researcher, team of 7.

Tools: Figma, Adobe XD, Dovetail, Jira, Confluence.

EXPERIENCE

Digital Product Manager

Sep 2022 – Present

Pearson

London, UK

Define and lead the digital transformation strategy for high stakes exams in the UK and International schools qualifications space.

- define strategy in developing digital learning and assessment materials
- advocate for customer-centricity and get stakeholder buy-in on best learning design strategies
- lead a team of developers and SMEs in rapid prototyping
- explore educational applications in the emerging technology space, such as Virtual and Mixed Reality

Senior Learning Designer

Jun 2020 – Sep 2020

Aula Education

Online

Led the design of online and blended learning courses for STEM and Business.

- created design storyboards & supervised learning designers during the build phase
- adapted instructional materials from instructor-led to e-learning model
- advised on EdTech tools and software and on best hybrid learning approaches

Cambridge University Press & Assessment | Cambridge UK:**Senior Assessment Manager**

Feb 2020 – Sep 2022

Project managed multiple complex digital learning transformation projects and drove the design strategy of Cambridge digital learning products.

- recommended, prototyped, and got stakeholder buy-in on best learning design strategies
- led a team of developers, and SMEs in the design of content authoring tools
- led learning design on [Adventures in English with Cambridge](#), an immersive learning experience that won Gold award at the 2021 [QS Reimagine Education](#) conference.

Assessment Manager, New Product Development (NPD)

May 2019 – Feb 2020

Was invited to NPD to help build new EdTech solutions in a cross-functional and agile way.

- proposed, validated, led and delivered end-to-end learning design of [Exam Lift](#)
- designed a training course for Exam Lift content writers using existing LMS

Assessment Manager

Mar 2016 – May 2019

Project managed the production of content on six different products, and pioneer digital streamlining.

- designed a new content production system, reducing lead times from 90 to 20 days
- developed a new data review tool, improving usability and reducing costs by 80%

Assessment Support Manager

Oct 2015 – Feb 2016

Assisted in the production process of learning and assessment materials.

- managed production timelines, producers, writers and Subject Matter Experts
- pre-production of audio & video content, including casting, editing and proofreading

EDUCATION**Web Development Bootcamp Certificate**

EdX, Trinity Education Services

Oct 2022 – Mar 2023

London, UK

PgCert | Digital Education

The University of Edinburgh

Sep 2019 – May 2020

Edinburgh, UK

MA | Applied Linguistics & English Language Teaching

King's College London

Sep 2014 – Jan 2016

London, UK

CELTA | Certificate in English Language Teaching to Adults

International House

Feb 2011 – Mar 2011

New York, USA

BA | Liberal Arts

LCC International University

Sep 2002 – Jan 2006

Klaipeda, Lithuania

ADDITIONAL EXPERIENCE**Teaching Fellow, English for Academic Purposes**

Birmingham City University

Jul 2015 – Sep 2015

Birmingham, UK

Academic English Language Instructor

The University of Sheffield

Jul 2014 – Sep 2014

Sheffield, UK

Business English Language Teacher

International House

Jan 2013 – Dec 2013

Bogota, Colombia

Corporate Language Trainer, English

Televisión Nacional de Chile

Aug 2012 – Dec 2012

Santiago, Chile

Resident Director

LCC International University

Jul 2006 – Aug 2009

Klaipeda, Lithuania

ADDITIONAL SKILLS

Learning Experience Design, Assessment Design, LMS, CMS, Presentations & training, instructional videos

Languages: English, Latvian, Russian, Spanish, Lithuanian

PUBLICATIONS | WORKSHOPS

[Video games & learning](#) | [Immersive learning](#) | [Games-based learning design](#) | [Agile app design in Education](#)