

Miaoya Zhong

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EDUCATION

Stanford University, Stanford, CA (online)	Sept 2022 to Present
Graduate Certificate: Introductory Programming, Foundations in Computer Science	Current GPA: 4.0/4.12
Related courses: Programming Methodology, Programming Abstractions	
Harvard University, Cambridge, MA	Sept 2021 to May 2022
Master of Education in Learning Design, Innovation, and Technology	GPA: 4.0/4.0
Related courses: Designing K–12 Computer Science Learning Experiences, Digital Fabrication and Making in Education, Designing for Learning by Creating, Ed Tech Advanced Design Studio	
University of Wisconsin-Madison, Madison, WI	Sep 2017 to Dec 2020
Bachelor of Science in Elementary Education-Early Childhood/ESL	GPA: 3.93/4.0
Certificate: Education and Educational Services	
Awards: Graduate with Distinction, Dean's list Fall 2017-Fall 2020, School of Edu Scholarship, HGSE Grant	

SKILLS

- **Languages:** Mandarin (Native), English (Proficient), Cantonese (Intermediate), French (Fundamental)
- **Programing Language:** Python, C++, Processing, Scratch, MIT App Inventor, LEGO Mindstorms, LEGO WeDo2.0, GoGo Board, R
- **Technical Skill:** Laser Cutting (CorelDRAW), 3D printing (Onshape and Tinkercad), HTML&CSS, Roblox Studio, Unity, Adobe Photoshop, Microsoft Suite, Google Suite

TEACHING EXPERIENCE

Computer Science Teacher in Quarry Lane School Dublin, CA	Aug 2023 to Current
<ul style="list-style-type: none">• Teach AP Computer Science Principles (AP CSP) and Middle School Computer Science, foster computational thinking, interest in Computer Science, and a strong foundation in programming.• Design and implement a customized curriculum for students in Grades 7-12, tailoring instruction to meet the diverse learning needs and academic goals of each student.• Facilitate a homeroom, lead extracurricular club, and chaperone debate and speech tournaments as a judge, enhancing student engagement and promoting a collaborative learning community.	
Teacher in Stanford Madera Grove Children's center Stanford, CA	Jun 2022 to Jun 2023
<ul style="list-style-type: none">• Utilized classroom materials to implement STEAM activities and promote an environment conducive to age-appropriate levels of development, interests, and special needs of the children.• Assisted in documentation of student work such as portfolios, and wall displays.• Maintained an open line of communication with parents, provide appropriate information, and share relevant feedback from parents with teacher team.	
Robotic Programming Teacher in TCTM Kids IT Education Inc. (NASDAQ: TCTM) Shenzhen, China	Feb 2021 to Jul 2021
<ul style="list-style-type: none">• Taught the lessons of Lego construction and robotic programming with Scratch, Lego Mindstorms, Lego WeDo 2.0, and Python in Grade Pre-8 (Total sales of incumbency: \$100,000)• Worked on developing the product exhibitions and activity design, assisted in training new teachers.	
Practicum Hugel Elementary School, Kindergarten, WI; Milele Chikasa Anana Elementary School, TK, WI Midvale Elementary School, Second grade, WI (online)	Sep 2019 to Dec 2020
<ul style="list-style-type: none">• Taught lessons in rotating centers including reading, writing, math, science, art and crafting. Led the daily morning activity for class. Designed unit of lesson plans with a focus on literacy learning and foregrounding social justice.• Observed and provided individualized assistance for children with disabilities and emergent bilingual students.	

VOLUNTEER EXPERIENCE

Volunteer in Mast STEM Academy

Jun 2019 to Jul 2019

Shenzhen, China

- Assisted **gifted-education** specialist to plan science courses with instructional and extracurricular activities
- Provided daily reports on the learning content and students' learning progress
- Facilitated children communication with foreign teacher in English

Volunteer in MSCR Safe Haven After-school program

Feb 2018 to May 2019

Emerson Elementary School, WI

- Read and discussed stories with children to **facilitate social emotional learning**
- Created math problems and **instructed math**
- Assisted teachers to help children with special needs

RESEARCH EXPERIENCE

Research Assistant in Department of Educational Psychology

January 2019 to Dec 2020

University of Wisconsin-Madison, WI

- Operated the experiment and collected data
- Transcribed the interviews of the experiment and encoded the response from students' feedback
- Analyzed data in the project of studying educational video game and Astronomy learning
- Wrote literature reviews on the usage of objects, symbols, and icons in mathematical teaching
- Assisted in experiment design on how to teach a mathematical theorem with different representations
- Helped in recruiting participants for experiments
- Presented in the Undergraduate Research Symposium