Yadhukrishnan V C

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A proven STEM curriculum developer who stands out in improving student learning outcomes with curriculum design and technology integration. Backed by over three years of involvement, my areas of strength include research, analysis, and content development. I specialize in developing project-based learning for students. I have skills in educational content development using the Adobe Creative Suite and Canva. I am also skilled in data analysis using Python.

KEY SKILLS

- Research and Analysis
- · Project-Based Learning
- Instructional Design & Delivery
- Collaboration

- Training & Facilitation
- Educational Content Creation (Video Editing, Graphic Designing)
- Data Analysis (Python)
- Project Management
- Technology Integration
- Assessment Creation

PROFESSIONAL EXPERIENCE

STEM Project Associate Curium Think Lab Pvt Ltd

Oct 2022 - July 2024

- Innovative STREAM Learning Model: Responsible for the research and development of a STREAM learning model, aimed at providing an innovative curriculum experience to over 2,500 students across 54 schools in 4 districts.
- 21st-Century Skills Framework: Contributed to the creation of a distinctive framework to assess and support students' 21st-century skills, integrating these into the curriculum
- **Research and Innovation:** Conducted extensive research on existing STEM curricula and business models, identifying areas for improvement and leading to the enhancement of educational offerings.
- Educational Materials Development: Collaborated in creating diverse and engaging learning materials, including instructional videos, presentations, and printable resources, to support a wide range of learning styles.
- **Teacher Training:** Facilitated comprehensive teacher training workshops, incorporating participant feedback to continuously improve instructional practices and effectiveness.
- **STREAM Labs Design:** Collaborated in designing and developing STREAM labs, which serve as research and prototyping environments for students, fostering hands-on learning and innovation.
- Infrastructure and Tools Curation: Researched and curated the necessary infrastructure and instruments for the STREAM labs, ensuring they were well-equipped to support student exploration and creativity.

Junior STEM Content Developer Curium Think Lab Pvt Ltd

July 2022 - Sept 2024

- **STEM Kit Development:** Worked closely with a team of educators and subject matter experts to research and prototype STEM learning kits.
- **Content Creation:** Led the research and content development for STEM learning kits, ensuring alignment with educational standards and best practices.
- **Hands-On Activities:** Designed interactive and hands-on activities, as well as experiments, that encourage active learning and help students develop critical thinking skills.
- **Educational Resources:** Created a range of educational resources, including instructional materials, assessments, and instructional videos, all aimed at enriching the learning experience for students.

STEM Program Coordinator CSiS, CUSAT (STDP Summer Camp)

- **STEM Program Coordination:** Led and coordinated STEM activities for the STDP (Summer Technology Development Program) summer camp, ensuring everything ran smoothly and that participants had a high-quality educational experience.
- Interactive Learning Design: Created engaging hands-on activities and experiments specifically designed to spark student interest and deepen their understanding of science and technology.
- **Instructor Training:** Provided comprehensive training and development for camp instructors, ensuring they had the skills and resources needed to deliver effective and inspiring lessons.
- **Program Improvement:** Regularly assessed the program's quality by gathering participant feedback and evaluations, using this input to make continuous improvements and boost engagement and effectiveness.

Science Content Developer (Volunteer) Poetry of Reality

2024

- **Science Outreach:** Actively contributed as a volunteer in an organization focused on spreading scientific thinking and promoting science education among the public.
- Online Science Content: Developed accessible and engaging online science content aimed at increasing scientific literacy and making complex topics understandable for a wider audience.
- **Collaborative Planning:** Worked closely with team members to plan and execute workshops and programs that encourage public engagement with science and foster critical thinking skills.

EDUCATION

Master of Science in Physics

Cochin University of Science and Technology 2018-2020

Bachelor of Physics

University of Calicut 2015-2018

CERTIFICATIONS

Deep Learning SpecializationDeepLearning.Al, Coursera