

## Senior Learning Designer

Passionate about designing inspiring, high-impact experiences for learners, and understanding & lowering barriers to innovation among faculty & staff. Complementing core instructional design experience include human-centered design, education science, and technology-enhanced learning & multimedia.

### Areas of expertise

- Instructional design
- E-learning & online media
- Equity in higher education
- Learning sciences
- Relationship management
- Human-centered design
- Cross-disciplinary collaboration
- Advising to senior leadership
- Technical writing

### Technical skills

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|--------------------------------|------------------------|---------------------------|--------------------|
| <b>Research:</b>               | • Qualitative research | • Interviewing            | • Academic writing |
| <b>Multimedia:</b>             | • Video & audio        | • Live streaming          | • Print & layout   |
| <b>Product &amp; business:</b> | • Inbound marketing    | • UI/UX research & design |                    |
| <b>Web design:</b>             | • HTML/CSS             | • Squarespace             |                    |

### Career Highlights

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1. Pivoted Unincorporated's mission & core services from product branding to higher education program development, and secured contracts with two large universities within 6 months after.
2. Supported USC Price School faculty in various capacities during rapid campus-wide transition to online instruction due to COVID-19 lockdown restrictions.
3. Designed Norway's first global MOOC, *What Works? Promising Practices in International Development Aid*, including production of 30 instructional videos for 28 lessons and formative assessments.
4. Developed USC Price School's first online faculty onboarding system, serving as a model for onboarding in other online teaching departments.
5. Developed a fully automated prospective student marketing & recruitment system for USC's *Executive Master of Leadership* program, increasing prospective student applications by over 250%.

### Professional Experience

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#### Instructional Design Consultant

Unincorporated, Alhambra, CA

2020-present

- Collaborated with CEO to pivot company mission & core services toward higher education program development, including development of *Learning, Technology, & Experience* design framework. Within 6 months, Unincorporated secured contracts in course development with USC and CSULA.
- Collaborated with USC Center for Third Space Thinking to design high school-level online course on soft skills in disruptive times. Project included converting (1) 5 in-person workshops into 20 instructional videos, 5 knowledge assessments, & attitudinal survey; (2) developing a "Your Turn" system to maintain student engagement for asynchronous, remote learning. Course deployed for USC Hybrid High in February 2021.

#### Instructional Designer

University of Southern California, Price School of Public Policy, Los Angeles, CA

2015-2020

- Collaborated with online learning staff to develop technological support resources for students and faculty affected by COVID-19 lockdown.

- Developed Price's first online faculty onboarding system using HubSpot serving as a model for onboarding in other online teaching departments
- Developed automated marketing & recruitment system for *Executive Master of Leadership* program using HubSpot, increasing prospective student applications by over 250%.
- Taught design thinking in graduate classes and in professional development workshops.
- Collaborated with Pearson Embanet instructional designers and USC faculty to improve efficiency in academic program management & course development for 41 graduate-level courses.

### **Instructional Designer, Multimedia Producer**

Stanford University, Palo Alto, CA & University of Oslo, Oslo, Norway

2014-2015

- Collaborated with subject matter experts from 5 universities to produce 30 instructional videos for 28 lessons and formative assessments for *What Works? Promising Practices in International Development Aid*, Norway's first global MOOC
- Recruited and trained teaching assistants to interact with 1000+ students throughout MOOC.

### **Teacher, Technology Integrator**

Canadian Accredited Independent Schools (CAIS), Toronto, ON

2011-2013

- Taught enriched grade 5-10 STEM classes (grades 5-6 in Reggio Emilia context)
- Collaborated with teachers in design and integration of various technologies & pilot studies in grade 8-12 STEM classes, including (1) iPads & Apple TV integration to improve efficiency and differentiated instruction; (2) live Google analytics to facilitate inquiry and discussion.

## **Leadership & Service**

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### **Music Production Instructor**

Asian Creative Network LA & Bay Area, remote

2019-present

- Teaching classes in digital music production via Zoom to creatives affected by COVID-19 lockdown.

### **Design Thinking Instructor**

Hasso Plattner Institute of Design (d.school), Stanford University, Palo Alto, CA

2016-2018

- Co-taught design thinking workshops.

## **Projects**

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### **UI/UX Designer**

Open Learning Initiative, Stanford University

2015

- Designed interface *Open Learning Initiative* analytics dashboard for college instructors of Open EdX-powered courses, enabling effective assessment and predictions for student mastery.

### **Researcher**

Design Loft STEM Project, Stanford University

2014

- Conducted NSF-funded research to develop a scalable model educational program and instructional resource collection for middle school teachers about design thinking and STEM careers.

## **Education**

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Ed.D., Educational Leadership, University of Southern California

M.A., Learning Design & Technology, Stanford University

M.T., Junior/Intermediate Education, University of Toronto

H.B.Sc., Communication Theory & Human Biology, University of Toronto