

Purpose

Engaging learning through innovative technology and design.

Education

Stanford University; Stanford, CA

Masters Degree in Education: Learning, Design and Technology

Graduating August 2010

Current GPA: 3.9

Coursework:

- EDUC 391X, Web-based learning environments: Designed an adaptive online job training and application system for homeless adults, focusing on andragogical theory and existing community support systems.
- EDUC 396X, Mobile device programming for casual learning: Designed and developed an adaptive social learning engine, implemented an application using the engine to teach participants how to cook.
- CS 294H, Social Software: Designed a social decision engine that now has over 1000 users.
- Masters Thesis Project, engaging and creating efficacy with local food and personal nutrition: Design and implement a mobile application that schedules meals, locates local food and gives feedback on food choice.

Skills

- Web programming in HTML (HTML5), CSS and JavaScript, including JQTouch and PhoneGap. Trained in Dreamweaver, Photoshop, InDesign, Illustrator, Flash, iMovie, Aperture, Articulate, Camtasia, and Captivate.
- Comprehensive training platform development: Assessment, Design, Development, Implementation and Evaluation. eLearning specialist with extensive experience in instructor-led and workshop environments.
- Integrating pedagogical practice with technology, specifically using high definition video, web-based learning environments, and mobile device platforms.
- Producing casual learning tools, creating informal learning opportunities in every-day interactions with technology.

Experience

Instructional Design Intern, Synaptics Inc; Santa Clara, CA - 2010-Present

- Interview and coordinate with engineering subject matter experts to create 70 new training modules.
- Develop and build 50 online modules, and 20 blended-learning modules for 12 new engineers in Taiwan.
- Develop additional technical training materials as deemed necessary, including eLearning and instructor-led.

SET Curriculum Development Intern, Stanford University School of Medicine; Stanford, CA - 2009-2011wo

- Assisted in the production of Go HD: established the training platform, user tested the elements of the system, developed the four sections for the program, and produced an introductory video.
- Served as the lead instructor for Working with HD Video, and led 18 sessions with over 50 participants.
- Maintained the LKSC website as the head webmaster, maintained the Simulation and EdTech websites.
- Organized a large-scale open house for Teaching and Learning in the LKSC. Administered an \$18,000 budget, coordinated 5 departments and 14 station leads to produce the event for over 1000 people.

Lead Specialist/Trainer, Apple Inc; Cambridge, MA and Seattle, WA - 2004-2009

- Responsible to understand and operate the newest technologies, and know how they integrate into existing systems within the store, bridging the store and customer needs to the right technology.
- Assisted customers with finding complete solutions for specialized needs, taking their existing equipment and level of technological savvy into account.
- Worked with the rest of the leadership and management team to lead store initiatives, including increased hiring, coordination of reopening from a remodel, and staff training.
- Developed effective, accurate and engaging training materials, including leadership, trainer, and mentor training based off of Apple skills and competencies.
- Planned and conducted monthly new employee training for stores across the region.