

## WORK EXPERIENCE in DIGITAL LEARNING

### DREAMYARD PROJECT

*Director of Digital Learning (Organization-Wide)*

**Sept 2014 - present**

- Support all DreamYard departments, including DreamYard Prep High School, School Partnerships, and Art Center Programs, with integrating digital learning.
- Direct two-year partnership with Parsons the New School for Design to support educator and student development of digital learning portfolios at three locations.
- Create DreamYard's digital learning approach, in partnership with all departments, that supports existing focus on arts education and social justice.
- Develop professional development sessions on using digital learning practices in the classroom.
- Create funding proposals, resulting in new corporate and foundation partnerships with: Mozilla's Hive NYC, New York Community Trust, Cognizant, Carnegie Hall, and MOUSE.

*Director of Digital and Teen Programs*

**Sept 2013 – Aug 2014**

- Directed nine middle and high school out-of-school arts programs at DreamYard Art Center.
- Managed team of 16: five administrative staff to ensure effective systems and support of programs and 11 Teaching Artists, supporting their program design and curriculum development. Managed ~ \$500,000 program budget.
- Created social justice-focused professional development workshops with Co-Director and Associate Director of PD

*Director of Digital Learning (Art Center)*

**Aug 2011 – Aug 2013**

- Led design and development of MacArthur Foundation-funded YOUmedia expansion of space and digitally-focused programming at DreamYard Art Center, including Maker, Fashion, and Music Production programs.
- Wrote/managed grants for new projects, such as pilot digital learning programs and digital portfolio development.

### GAMEMAKER WORKSHOP / NSF CreativeIT GRANT AWARDEE

**Mar 2011 – Aug 2011**

*Facilitator and Curriculum Developer*

Taught basic game design concepts and process to middle school students at St. Nicholas Academy in Cincinnati, OH and at NYPL Chatham Square branch. Assisted with the development and modification of curriculum.

### MOBILE QUEST / INSTITUTE OF PLAY

**July 2010 and 2011**

*Mobile Game Design Educator*

Taught game design concepts to middle school students as part of a one-week mobile game design camp. Participants created paper prototypes of a location-based game and then used mobile technology to make a playable version.

### NEW LEARNING INSTITUTE / PEARSON FOUNDATION

**Mar 2010 – Aug 2011**

*Consultant*

Developed and coordinated implementation of pilot after school workshop in Chicago in partnership with WildscreenUSA, Jane Goodall Institute, and Lincoln Park Zoo. The workshop guided middle schools students in designing mobile scavenger hunts at the Lincoln Park Zoo in order to raise awareness about biodiversity and endangered species.

### ADOBE FOUNDATION

**Dec 2007 – Aug 2011**

*Adobe Youth Voices Media Mentor*

Trained educators in the planning, teaching, production and distribution of Adobe-funded media projects in both day and after school settings. Liaisoned between teacher grantees and Adobe HQ. Planned/facilitated Summer Institute trainings.

### URBAN VISIONARIES YOUTH FILM FESTIVAL

**Dec 2007 – May 2008**

*Festival Coordinator*

Directed 14 youth media producers in running the 11<sup>th</sup> annual festival held at the Paley Center.

### TRIBECA FILM INSTITUTE / BRONX PREPATORY ACADEMY

**Mar 2007 – Apr 2007**

*Teaching Artist*

Taught two-week course to 90 students created by TFI exploring the concept of identity through documentary production.

### SCHOOL OF THE FUTURE

*Video Production Teacher*

**Sept 2006 – June 2008**

Taught after school class of 20 high school students foundations of video production and media literacy.

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## WORK EXPERIENCE in DOCUMENTARY PRODUCTION

### **BLAST / PAUL DEVLIN PRODUCTIONS**

**Jan 2007 – Aug 2008**

*Associate Producer*

Managed finances and bookkeeping of five film accounts. Coordinated sales. Arranged travel and office logistics.

### **RACE TO EXECUTION / LIONESS MEDIA ARTS**

**Sept 2006 – Jan 2007**

*Outreach Coordinator*

Coordinated outreach efforts for one-hour *Independent Lens* documentary about race and the death penalty. Wrote grant proposals. Coordinated festival entries, national film screenings, production of DVD and website.

### **CREATURE COMFORTS / AARDMAN ANIMATIONS**

**Mar 2006 – June 2007**

*Interviewer*

Casted and conducted interviews for animated series airing on CBS, produced by the creators of "Wallace and Gromit."

### **LEARNING MATTERS, INC.**

*Associate Producer*

**Jan 2005 – Oct 2005**

*Office/Production Assistant*

**July 2002 – Jan 2005**

- Field produced shoots, pre-interviewed subjects, and fact checked final script for two-hour PBS documentary about higher education called "Declining by Degrees".
- Researched subject matter and potential subjects/experts. Pitched story ideas.
- General administrative duties: Paid bills; Managed sales orders, shipments, grants, and interns.

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## EDUCATION

### **MASSACHUSETTS INSTITUTE OF TECHNOLOGY**

**Cambridge, MA**

S.M., Comparative Media Studies. Graduated June 2010.

*Research experience and interests:*

#### **Digital gaming and inclusiveness**

- Master's thesis: "Not Just in It to Win It: Inclusive Game Play in an MIT dorm"; Supervisor: Mia Consalvo; Committee: Henry Jenkins, William Uricchio
- Poster presented at Games, Learning Society 6.0 at University of Wisconsin, Madison.

**Digital learning**, especially the use of media in K-12 educational settings including social networks, digital games, and video production.

- Research Assistantship – *Project New Media Literacies* - Helped develop and assess pilot program of the *Teachers' Strategy Guide: Reading in a Participatory Culture* as part of MacArthur Foundation's Digital Media and Learning research initiative.
- Published "Reading and Negotiation" with librarian Judith Nierenberg in *Reading in a Participatory Culture*, edited by Henry Jenkins and Wyn Kelley, Teachers College Press, 2013

### **NEW YORK UNIVERSITY – TISCH SCHOOL OF THE ARTS**

**New York, NY**

BFA, Film/TV Major. Sociology Minor. Documentary Production and Cinematography focus.

Honors Scholar, Graduated May 2002.

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## SKILLS

Mac and Windows, MS Office, various blogging platforms, video production, Final Cut Pro, Premiere Pro, Photoshop, QuickBooks, Working knowledge of: Processing, HTML, CSS, Illustrator, Aftereffects and Flash.