

PROGRAM MANAGEMENT AND COMMUNITY STRATEGIST

Online Community Management ▪ Instructional Design ▪ Curriculum Development ▪
Learner Engagement ▪ Innovative Technology Solutions ▪ Program Scaling

REPEATEDLY RECOGNIZED FOR GETTING RESULTS developing successful online communities, webinars and social media channels in 13+ countries and six languages.

DYNAMIC, PERFORMANCE-DRIVEN LEADER spearheading new programs from concept through implementation by building consensus around innovative concepts, developing blended learning products, curriculum and programs, crafting global marketing strategies, and creating added value for stakeholders for over 70 countries.

MAJOR INFLUENCER AND THOUGHT LEADER at the cutting-edge of educational advancements. Led strategy and development for new LMS platform designed to leverage game-infused learning mechanisms to engage and empower learners to unlock their potential (in Beta).

COMBINE EXCEPTIONAL COMMUNICATION SKILLS AND BUSINESS ACUMEN to create strategic partnerships and alliances across the globe. Work with government ministries and teacher education institutions worldwide to reach more than 15 million teachers in 70+ countries and 35 languages.

A PRACTICAL VISIONARY seeking innovative technology solutions and approaches to keep K12 programs and training materials on the leading edge using proven system for worldwide scaling of programs in all geos.

MORE AREAS OF EXPERTISE

Innovative Leadership
Game Theory
Internal/External Collaboration
Program / Project Management
Stakeholder Management
E-Learning Development
Scale & Localization of Products
Negotiations
Social Media
Educational Technology
Teacher PD
Higher Ed Adoption

PROFESSIONAL EXPERIENCE

SABBATICAL, January 2017 to PRESENT

INTEL CORPORATION, Hillsboro, OR, 2007 to December 2016

Global Education Manager – Intel Education Group, 2013 to 2016

Design, deliver, scale, promote, and continuously improve professional development training and materials for the 15 million adult learners (educators) in 70+ countries participating in Intel programs. Analyze current and future trends and needs in education and identify techniques, products, and platforms to deliver them.

Key Leadership Results & Contributions:

- Executed a global plan for all existing Intel Education communities (China, Vietnam, Russia) and drove strategy and collaborated with geos on building new communities (Egypt-Arabic, Latin America, Korea, India, Pakistan).
- Designed and facilitated first Intel Global Online Community Roundtable with 13 participating countries.
- Managed app development for the Intel® Teach program utilizing our online community for user feedback and development ideas.
- Research competitors, fellow travelers and academic research to apply a data-driven approach to make informed decisions resulting in 90% of the conversations in Intel's community as user-generated and 80% of the Intel sponsored content as active (comments, likes, shares).
- Directed our group's customer service team and QA team for our community products and education resources providing the roadmap, case studies and FAQ systems. Introduced new FAQ system leveraging community members and reducing email support.
- Managed creation and implementation of professional development courses to immerse educators in process of effective uses of technology within a project-based instructional design format to prepare students for the 21st century. Communicated ROI to executives on our education programs (building pipeline and sales channels).

- Spearheaded development of new LMS platform, in collaboration with Arizona State University's Center for Games and Impact, which provides a free, collaborative learning and sharing resource environment for ages 12-99 using game theory to unlock learner's potential.

Global Training and Social Media Manager, 2009 to 2013

Key Leadership Results & Contributions:

- Expanded original concept of online community for educators, drove community and webinar content, and initiated social media strategies.
 - ◆ Created webinar program with topics of mobile learning, 1:1 environment series, gaming in the classroom, K12 app usage, blended learning, and active learning spaces to name a few.
 - ◆ Designed yearly roadmaps and leadership team strategy based on user feedback obtained at annual summits.
 - ◆ Developed analytics package to measure success of educator online community; set precedent for other Intel online communities.
 - ◆ Worked with China's Ministry of Education and Peking University to establish a teachers' community, drafting short and long-range plan and training top educators in moderation skills.
 - ◆ Provided a robust, virtual structure for interaction and ongoing support for education resources for facilitators.
 - ◆ Guided Latin American Region (LAR) and South Korea community strategies and conducted LAR and South Korea Moderator Summits focusing on improving science education.
- Applied expertise in education and online communities to assist other Intel departments.
 - ◆ Tapped for user end expertise to consult on the development of Intel Education's first mobile apps.
 - ◆ Created an activity strategy in community to increase visibility of Intel partnerships with Discovery Education, the US Department of Education, Digital Learning Day, and Day of the Girl.
 - ◆ Consulted with Intel labs and technical operations to launch a 3D gaming in the classroom pilot.
- Led strategy team on gaming initiatives.
 - ◆ Recognized opportunity to partner with Arizona State University to strategize two gaming concepts: Professional development for teachers and Girls and Women Signature program; drove two grant applications to research gaming concept for feasibility, resulting in the funding of both projects.
 - ◆ Successfully negotiated three-way contract among higher education institute, a media company and Intel corp.

Global Trainer, 2007 to 2009

- Researched and developed online teacher community plan for Intel Teach Program; conducted successful pilot.
- Led development of Intel Education's first social platform; conducted successful pilot.
- Revised all training and facilitation guides to better achieve their objectives; trained top-tier educators in 16 countries.

INSTITUTE OF COMPUTER TECHNOLOGY, Sunnyvale, CA 2006-2007

Create, edit, train, and continuously improve professional development training and materials to enable teachers worldwide to integrate current technology in their unit plans and instruction. Goal: Increase 21st century learning in the classroom. Conducted face to face international trainings in Brazil, Russia and Egypt with education leaders in each country. Adept at speaking through translators and building relationships to pave path for future business.

CLARITY INNOVATIONS, Portland, OR 2000-2006

Design cutting edge curriculum and instruction for teachers and students that empowers them to integrate multiple disciplines in their learning and apply to a relevant, real world application using technology. Units were published and translated into several languages and showcased at national and international conferences for over a decade.

EDUCATION

MASTER OF CURRICULUM AND INSTRUCTION (Math/Science Integration, Project-based Design), Boise State University, Boise, ID

BACHELOR OF ARTS (K-12 Special Education), Northwest Nazarene University, Nampa, ID