

Teaching / Training

- **Computer Teacher / Technology Coordinator** (2007-10: Hillcrest School)
Taught computer literacy to 4th – 8th grade. Designed school curriculum including multimedia, graphics, web design, podcasting, basic software skills (e.g. MS Office), keyboarding, and Internet etiquette/safety. In addition, co-authored technology plan, maintained and upgraded PC computer lab, and served as technology resource for teaching staff.
- **Teacher Technology Workshops** (2007: Glenview Elementary School)
Designed and delivered technology training workshops for elementary school teachers on subjects ranging from class website design to digital storytelling and Web 2.0.
- **Habitat's Alive! Teacher's Guide** (2002: U.C.Berkeley Botanical Gardens)
Redesigned a teacher's guide for an instructional unit on Biodiversity used by 6th – 8th grade students across the country.
- **Trainer** (1997–01: Pattillo & Garret Associates)
Trained designers & office staff in the use of CAD, graphic design software, Windows OS, Internet/FTP, and financial spreadsheets.
- **Graduate Seminar, Computers & Design** (1996: Univ. of CA, Berkeley, Dept. of Landscape Architecture)
Taught Computer Aided Design, graphic design, and operating systems orientation.
- **Conservation Educator** (1992: Peace Corps & WWF, Central African Republic)
Developed and taught interactive game-learning modules for extra-curricular nature clubs; conducted community outreach and guided nature tours of the rainforest.
- **Biology Teacher, 6th – 8th Grade** (1989-91: Peace Corps, Central African Republic)
Taught Biology in a remote village in Africa. Created interesting, culturally relevant lessons (incorporating local ecological, health and agricultural issues) with limited resources in a foreign educational system, culture and language, that impacted the lives of my students.

Instructional Design

(selected projects)

- **Instructional Multimedia Modules** (2003-06: ASK Learning)
 - Instructional Designer/Project Manager for Flash/HTML-based instructional modules for large corporate clientele (e.g. Cisco).
 - Created a highly successful series of modules: designed look and feel, oversaw design of skin/intro movies, wrote/edited content from multiple instructional designers, managed production.
 - Managed multi-country development teams in fast-paced, deadline-driven environment.
 - Modules included: technical procedures, how-to guides for web-based information management software, guides on successful business practices, and overviews of complex business concepts.
- **Evolution Simulation** (2003: SFSU Field Study)
Created a web-based game (in Flash) for 6th – 8th grade designed to further students' understanding of the theory of evolution by simulating a population of wildflowers. Students manipulate the environment and watch the population evolve.
- **Web Site Design** (2003: GSH Institute)
Designed and built a 30-page web site for an international non-profit holistic healing institute. Synthesized the work of three subject-matter experts to create a site with clear site organization and strong graphics designed for disparate audiences.
- **Instructional Videos** (2001-02: SFSU)
Storyboarded, filmed and edited two instructional videos: Creek Restoration (3 min); Labyrinth Facilitation (10 min).
- **Technical Manual / Drafting Standards** (1997-01: Pattillo & Garrett Assoc.)
Devised centralized CAD drafting standards for Landscape Architecture firm. Created 100+ pp. of technical documentation on CAD standards, office software and procedures.
- **UCGIS Brochure** (1996: AEGIS)
Designed, edited and printed a full color, 12-page brochure used by a national Geographic Information Systems (GIS) research organization to lobby Congress.

Employment History

2007 - 2010	Computer Teacher / Technology Coordinator - Hillcrest School, Oakland, CA
2007	Teacher Technology Trainer - Glenview Elementary, Oakland, CA
2003 - 2006	Instructional Designer / Project Manager - ASK Learning, SF, CA
2001 - 2003	Contractor (Instructional Design, Web Authoring)
1997 - 2001	CAD Systems Architect / Landscape Designer / Trainer Pattillo & Garrett Associates, Oakland, CA
1996	Technology Lecturer - University of CA, Berkeley, Landscape Architecture Dept.
1995 - 1996	Graphic Designer - AEGIS, Berkeley, CA
1989 - 1992	Biology Teacher & Conservation Educator Peace Corps & World Wildlife Fund, Central African Republic

Education

2006	Class: Integrating Technology into the Classroom (SFSU)
2001 - 2003	San Francisco State University , Dept. of Instructional Technologies (ITEC) MA: 2003. 4.0 GPA
1992 - 1995	University of California at Berkeley Master of Landscape Architecture: 1995. 3.8 GPA University Fellowships & Scholarships, 1992-94
1984 - 1988	University of King's College , Halifax, Nova Scotia, Canada B.A. in Biology, Philosophy, and Classics: 1988. Graduated First Class Honors

Software

Web Design:	DreamWeaver, Flash, HTML
Graphic Design:	Photoshop, ImageReady, Illustrator, FreeHand, InDesign
Video:	iMovie, Premiere, MovieMaker
CAD:	AutoCAD, MicroStation
Misc:	Word, Excel, PowerPoint, Web 2.0