

Professional Summary

Senior Instructional Designer and Educational Media Producer with 15+ years of experience designing scalable e-learning curricula, blended learning environments, and multimedia learning assets. Specialized in partnering with Subject Matter Experts (SMEs), faculty, and community stakeholders to translate complex topics into intuitive, accessible learning paths. Combines adult education theory, multimodal pedagogy with professional media production to deliver e-learning facilitator tools and in-class teaching and workshops.

Skills

- Instructional Design & Pedagogy: RPL & PBL Frameworks, Universal Design for Learning (UDL/WCAG), Adult Learning Theory (Andragogy), Curriculum Architecture, Needs Assessment, Competency Mapping, Rubric & Assessment Design.
- E-Learning & Media Authoring: Articulate Storyline, Camtasia, Adobe Creative Suite, UI/UX Design, Interactive Video Production.
- Learning Tech & Systems: Learning Management Systems (Canvas, Wiseflow, Moodle), Content Management Systems (CMS), Platform Accessibility.
- Enablement & Project Delivery: SME Collaboration, Train-the-Trainer Facilitation, Agile Project Management, Quality Assurance (QA), Stakeholder Engagement.

Experience

Educational Media Developer | Contract Based

What is Environmental Learning? | SFU, IEL | Surrey, Canada | 06/2024 – 07/2026

- Produced and edited 20+ educational video assets documenting land-based learning strategies, translating complex environmental pedagogy into engaging visual content.
- Delivered a province-wide media series deployed across multiple BC school districts, establishing open-access learning resources for hundreds of regional educators.

Survivor-Centered Visual Narratives | UBC, UVic | Vancouver, Canada | 10/2024 – 10/2025

- Directed the video documentation of an SSHRC-funded, multi-institution reconciliation project, translating genocide survivor testimonies into educational graphic novels and archival material.
- Facilitated culturally respectful collaboration among researchers across two major universities (UBC and UVic), Indigenous Elders, and graphic artists to publish reconciliation resources accessible nationwide.

Power of Art in Place | UBC, MOA, Belkin Art Gallery | Vancouver, Canada | 07/2024 – 07/2026

- Co-designed and produced 13 location-based video assets for a mobile walking tour app, creating an end-to-end interactive historical narrative across the UBC campus.
- Integrated Indigenous art and site-specific history into digital assets, delivering culturally responsive experiential learning for diverse public audiences.

UBC xʷčičəsəm Garden | Faculty of Education | Vancouver, Canada | 07/2025 – 07/2026

- Produced 6 educational videos documenting Indigenous land-based knowledge and food sovereignty in direct partnership with Elders and community knowledge keepers.
- Integrated culturally grounded media modules into UBC Faculty of Education coursework, equipping teacher candidates with practical tools for Indigenous knowledge sharing across curricula.

Sessional Lecturer | Aalborg University | Aalborg, Denmark | 08/2022 - 06/2024

- Designed and delivered hands-on technical lectures on advanced video production and sound design, applying Problem-Based Learning (PBL) to bridge academic theory with broadcast-grade technical skills.
- Mentored 120+ undergraduate students annually through complex media production lifecycles, maintaining a 100% project completion rate across student cohorts.

Senior Lecturer | UCN | Aalborg, Denmark | 08/2010 - 08/2022

- Designed and delivered 12 years of accredited undergraduate curricula across multimedia production, UX design, and digital communication, preparing over 1,000 graduates for tech and media industries.
- Led multidisciplinary student production teams on live industry-sponsored projects, improving client delivery timelines while maintaining high client satisfaction standards.

Media Lab Coordinator | UCN | Aalborg, Denmark | 02/2012 - 08/2022

- Managed daily operations, hardware inventories, and editing suites for the campus' primary media hub, coaching 900+ faculty and staff and 5,000+ students to build institution-wide digital fluency.
- Produced 200+ short-form video assets using peer-to-peer learning frameworks, driving student recruitment reach, institutional marketing engagement, and blended-learning retention.

Freelance UX/UI Developer & Trainer | Self Employed | Copenhagen, Denmark | 02/2002 - 08/2010

- Delivered end-to-end web applications, custom UI/UX interfaces, and interactive videos across 10 client projects, developing tailored onboarding frameworks for non-technical users.
- Authored custom training documentation and conducted 1-on-1 walkthroughs for non-technical clients, ensuring long-term software adoption and accelerating CMS self-sufficiency.

Education

Lecturer Assessment | Danish School of Media and Journalism | Aarhus, Denmark |
Qualified: 11/2017

- Addressing Disengagement: Developed and deployed a scalable, blended-learning framework that optimized cognitive load and viewer focus, driving a 35% increase in student course completion rates across digital learning pipelines.
- Democratizing Digitization: Created an intuitive UX framework and digital asset kit that eliminated technical adoption barriers for analogue-first faculty, boosting departmental digital fluency and accelerating online course migration.

Bachelor | University College of Northern Denmark | Aalborg, Denmark | Graduated:
04/2014

- Dissertation — Transmedia Storytelling: Designed and built an interactive, location-based video platform incorporating spatial UI and accessible UX design, driving real-world venue exploration through transmedia storytelling.