

Competencies

Instructional Design and Learning:

ADDIE, Backward Design, Bloom's Taxonomy, Adult Learning Principles, Learning Objectives, Assessment Design, Storyboarding, Design Thinking

Research & Evaluation:

Needs Analysis, UX Research, User Interviews, Focus Groups, Usability Testing, Surveys, Qualitative Analysis, User Personas

Content and Design Tools:

Figma, Adobe Premiere Pro, Adobe After Effects, Canva, Microsoft Suite

Education

Harvard Extension School

Learning Design and Technology Certificate Program

Completed May 2026

- Introduction to Instructional Design - Applied ADDIE, Backward Design, Bloom's Taxonomy, and learning theories to design learning objectives, activities, and assessments for a high school lesson.
- Designing Educational Media - Designed a corporate training application in Figma using ADDIE, focus group findings, and usability testing to develop user personas, storyboard learning content, and iteratively refine the experience.
- Video Editing and Digital Design - Designed and produced an instructional video and motion graphics using Adobe After Effects and Premiere Pro.
- Applied Learning Design - Designed, built, and launched OffCourseBooks.com a website to support adult learning through reading. Used Figma, user research, and design thinking to guide the process.

University of Rochester

B.A. Brain and Cognitive Science & B.A. Psychology

Experience

Hanover Research - Arlington, VA

2021 - 2026

Content Analyst, K-12 Education 2024 - 2026

Previously Senior Research Associate (2023–2024) and Research Associate (2021–2023)

- Designed and developed research-informed educational content, including toolkits, facilitator guides, presentations, and infographics translating findings into actionable resources for K–12 audiences.
- Designed and conducted UX interviews and focus groups to identify user needs, behaviors, perceptions, and gaps.
- Analyzed and synthesized qualitative and quantitative data to evaluate and improve educational curricula, programming, and learning experiences used in K–12 schools.
- Developed 500+ client-facing deliverables, communicating research in an accessible way to various audiences.
- Managed 2–6 concurrent projects weekly in self-directed and collaborative workflows, balancing competing priorities and meeting tight deadlines.