

CURRICULUM VITAE

Tera Lisicky, M.Ed.
10531 4S Commons Drive #473
San Diego, CA 92127-3517
Phone: (858) 243-8372

Email: Tera.Lisicky@gmail.com
LinkedIn: <https://www.linkedin.com/in/terau/>
Twitter: [@NerdTera](https://twitter.com/NerdTera)
Website: www.TeraLisicky.com

Statement of Teaching Philosophy

When I was 14 years old, I was struck by a car as a pedestrian, suffered a C2 vertebrae fracture on both sides and could not return to a normal brick and mortar school for several years. Online courses empowered me to continue learning despite being confined to a hospital bed. We all have challenges we are working to overcome. My goal is to remove as many barriers as I am able for students to receive a quality online learning experience. I agree with Einstein in that "Learning is experience. Everything else is just information." Quality learning experiences enhance our ability to think positively about ourselves and the world around us. I believe in immersive learning, whenever possible, to connect students with the concepts and real-life hands-on situations. When assessing students, my goal is to assign more holistic and life-like experiential exercises. I've spent the vast majority of my life searching for a way to advocate for online learning in a job that reflects who I really am. With my fascination for discovery and data, I study people and how they interact with one another and products. I strive to make a meaningful impact in everyone's life I touch through creatively finding solutions to their challenges; promoting healthy, happy, and productive environments.

In the classroom, I create a social environment that inspires learning. Before the class begins, I send a welcome email to break the ice and make that important initial connection. I provide students with various ways they can contact me and offer timelines of how quickly I will respond to emails and grade assignments, to help reduce any worry. I respond to each of their introduction posts and ask open-ended questions throughout the discussion forums to encourage interaction. I use video to provide weekly updates and individualized feedback to increase student comprehension. Instructors wear many hats in the classroom. They enable students to do well by providing clear expectations, organized agendas and schedules, and passion for their subject matter. I believe that empowering students, faculty, and institutions with the knowledge and tools to enhance their online learning environment brings me lasting happiness and fulfillment by making a contribution to something bigger than ourselves. Reflecting on my own experiences, I am able to empathize with and encourage students to complete their coursework with inspirational guidance, techniques, and tools. I work with assistive technologies to help aid in the learning process for all students. I mentor and motivate the students to put their "all" into their education because knowledge is something no one can ever take away from you!

Personal Attributes

Vast expertise with over 11 years of K-20 online teaching and course design experience in Education, Fashion & Interior Design, Finance, Health Science, Home Economics, Philosophy, Photography and Graphics, Psychology, Study Skills, Sociology, and Technology.

Passionate educator with decades of teaching and instructional design experience.

Detail oriented designer committed to lifelong learning and continual improvement in the craft.

Dedicated to researching the ways to enhance online and face-to-face learning environments.

Apply a variety of teaching styles and adapt instruction to students with diverse learning styles.

Possess exceptional organizational skills, highly competent, and outcome driven.

Utilize innovative technology-based teaching strategies that promote student success.

Extraordinary attentiveness, responsiveness, and precise communication with peers and students.

Highly regarded by peers and students.

Concerned with student education, responsive to the need for balance with both department and student needs.

Dedicated to teaching technology in education, as a Microsoft Authorized Education Partner, Google for Education Certified Trainer, and Apple Education Developer.

Committed to personal improvement with ongoing projects including adventures in VR/AR/MR/XR, design, voice narration, and coordinating Children's Liturgy of the Word.

Enjoy spending time with family, baking, innovation, technology, research, YouTube creation, dresses, and futurism.

Formal Education

MA, Education in Cross-Cultural Teaching 2007
National University

BA, Sociology 2005
California State University, San Marcos

Licenses and Certificates

State of California
Clear Single Subject Teaching Credential Supplementary, Grades 6 – 12 2007 - 2019

Computer Concepts and Applications
Family Life Education including Drug, Alcohol, and Tobacco Use Prevention
Health Science
Home Economics
Psychology
Sociology
English Language Learners, CLAD Certified

Specialized Certification, Community College Instruction 2006
University of California, San Diego, Extended Studies

Specialized Certification, Teaching Online 2005
University of California, San Diego, Extended Studies

Educator Experience

Faculty 2016 - Present
National University Virtual High School, Chula Vista, CA

Teach various fashion, finance, philosophy, and health courses to 9 – 12 grade students.

Model best practices in online teaching.

Prepare or update online course content and assessments; validating links, shifting dates, and proofreading.

Ensure all coursework is accessible and engaging.

Provide multiple opportunities for interaction to foster a sense of community.

Produce a customized pacing schedule for each student and send them weekly progress reports.

Utilize announcements to update and remind students of due dates and relevant school information.

Establish a regular schedule for logging in to respond to students' emails and discussions as well as update grades.

Respond quickly to student contacts.

Courses Developed:

AP Computer Science A

This general education course offers a step-by-step, systematic approach to conducting research. Emphasis is on using critical thinking, efficient and appropriate research techniques and the Internet to produce a factual, relevant in-depth white paper. Students will develop and evaluate data collection methods.

AP Computer Science Principles

The AP Computer Science Principles course is designed to be equivalent to a first-semester introductory college computing course. In this course, students will develop computational thinking skills vital for success across all disciplines, such as using computational tools to analyze and study data and working with large data sets to analyze, visualize, and draw conclusions from trends. The course engages students in the creative aspects of the field by allowing them to develop computational artifacts based on their interests. Students will also develop effective communication and collaboration skills by working individually and collaboratively to solve problems, and will discuss and write about the impacts these solutions could have on their community, society, and the world.

Courses Taught:

ELT2057 Fashion and Interior Design

In this course, students will explore what it is like to work in the design industry by exploring career possibilities and the background that they will need to pursue them. They will learn the basics of color and design, then test their skills through hands-on projects. In addition, they will develop the essential communication skills that build success in any business.

ELT2062 Personal and Family Finance

This course introduces students to basic financial habits such as setting financial goals, budgeting, and creating financial plans. Students will learn more about topics such as taxation, financial institutions, credit, and money management. The course also addresses how occupations and educational choices can influence personal financial planning, and how individuals can protect themselves from identity theft.

ELT2066 Health I: Life Management Skills

In Health I: Life Management Skills, students will learn how to promote better health, less stress, and a fuller life by exploring lifestyle factors that can influence health, from how they interact with others to how best to make decisions about their health care. They will also have the opportunity to create a plan for improving their health, and will learn how to create a healthy environment with family and friends to help them achieve their health goals.

ELT2043 Introduction to Philosophy: The Big Picture

Philosophers of the Western world are among the most brilliant and influential thinkers of all time. As students learn about these great thinkers, they'll come to see how and where many of the most fundamental ideas of Western Civilization originated. They will also get a chance to ask themselves some of the same questions these great thinkers pondered.

Taught various health and technology courses to 9 – 12 grade students.

Modeled best practices in online teaching.

Prepared or updated online course content and assessments; validating links, shifting dates, and proofreading.

Ensured all coursework is accessible and engaging.

Provided multiple opportunities for interaction to foster a sense of community.

Produced a customized pacing schedule for each student and send them weekly progress reports.

Utilized announcements to update and remind students of due dates and relevant school information.

Established a regular schedule for logging in to respond to students' emails and discussions as well as update grades.

Responded quickly to student contacts.

Courses Taught:

Health CR

In the Health Credit Recovery course, students develop the knowledge and skills they need to make healthy decisions that allow them to stay active, safe, and informed. The course presents the components of a healthy lifestyle and strategies for making healthy choices. Instructional material introduces students to the concepts of mental, emotional, social, consumer, and physical health. Students have opportunities to apply their value systems to decisions concerning their own health. They learn about the importance of good nutrition and how to help prevent many prevalent diseases. They also learn basic first aid and CPR skills and develop an awareness of the dangers of drug, alcohol, and tobacco use. Students develop communication skills in this one-semester course that allow them to demonstrate healthy choices with respect for self, family, and others.

MS Family and Consumer Science

In this one-semester course, students develop skills and knowledge to help them transition into adult roles within the family. They learn to make wise consumer choices, prepare nutritious meals, contribute effectively as part of a team, manage a household budget, and balance roles of work and family. They gain an appreciation for the responsibilities of family members throughout the life span and the contributions to the well-being of the family and the community.

LIVE: C++ Programming

Synchronous lessons given via Blackboard Collaborate: This course teaches students to use problem-solving skills involving full-code examples to demonstrate how and why to apply programming concepts while using C++. Programming exercises strengthen student understanding of program design. Students will walk through the stages of Input, Output, Problem Analysis, and Algorithm Design to illustrate key concepts.

LIVE: Web Design

Synchronous lessons given via Blackboard Collaborate: This one-semester course introduces students to the mechanics and elements of web design and HTML, and the concepts of planning and organizing websites. Students engage in a variety of project - based assessments to evaluate their understanding and progress. After completing the course, students are able to understand the planning and organization of a website, the elements of design and HTML. Students also learn how to use a WYSIWIG editor and other online tools to create a website.

LIVE: Game Design

Synchronous lessons given via Blackboard Collaborate: Are you a gamer? Do you enjoy playing video games or coding? Does the idea of creating and designing your own virtual world excite you? If so, this is the course for you! When it comes to video game design, the possibilities are endless! Tap into your creative and technical skills as you learn about the many aspects involved with designing video games. With this course, you'll learn about different video game software and hardware; various gaming platforms; the technical skills necessary to design games; troubleshooting and Internet safety techniques; the history of gaming; and you'll even have the opportunity to create your very own plan for a 2D video game! With the knowledge and skills you'll gain in this course, you can take your hobby and turn it into a potential career.

LIVE: Technology Drop-In

Synchronous live support on any technology course within Fuel Education. Once a week, students can join live in a Blackboard Collaborate room and ask questions and learn tips and tricks along the way.

Audio Engineering

In this introductory course, students learn about the physics of sound and the history of recording technologies. They learn about the four stages of professional music recording projects: recording, editing, mixing, and mastering. Using Audacity, an open-source recording and mixing program, they practice the techniques used by sound engineers to produce multitrack recordings. Through a series of engaging hands-on projects, they learn the fundamental concepts of audio engineering.

Game Design I

Are you a gamer? Do you enjoy playing video games or coding? Does the idea of creating and designing your own virtual world excite you? If so, this is the course for you! When it comes to video game design, the possibilities are endless! Tap into your creative and technical skills as you learn about the many aspects involved with designing video games. With this course, you'll learn about different video game software and hardware; various gaming platforms; the technical skills necessary to design games; troubleshooting and Internet safety techniques; the history of gaming; and you'll even have the opportunity to create your very own plan for a 2D video game! With the knowledge and skills you'll gain in this course, you can take your hobby and turn it into a potential career.

Game Design II

We live in a technologically advanced world. And a huge part of that world is based in virtual reality and video games. Do you enjoy playing video games? Have you ever thought about designing your own video game? By signing up for Game Design II, you will have the opportunity to explore all things related to video game design. This course will give you the skills to conceptualize, design, and fully create your very own video game. Explore various video game software and hardware, sharpen your coding skills, learn about game storylines, player progression, and algorithmic decision making. This course allows you to analyze player goals, player actions, rewards, and challenges, among many other game play components. Utilize twenty-first century skills involving creativity, critical thinking, communication, collaboration, and technical expertise.

Computer Literacy

Today's students must be able to effectively use technology to research, organize, create, and evaluate information. This course provides a foundation in the skills and concepts that define computer literacy in the twenty-first century. From the basics of keyboarding to Internet research techniques, document creation, and digital citizenship, students practice essential skills through individual and team projects.

VB.Net Programming Section 1 IST

Students learn basic programming and the essential concepts of VisualBasic.net (VB.NET) in this one-semester course. As an introduction to VB.NET, students are taught the basic uses of the programming language, its similarities to the English language and others, its architecture, program flow, and its flexibility as a programming language. The course helps participants understand the processes involved in software development and object-oriented programming. This is an introductory course that could lead to careers such as software engineer, developer, or game designer.

Engineering Design

Computer-aided design systems are used by designers and manufacturers in virtually every industry to create engineering design solutions. In this course, students are introduced to engineering, learning the basics of CAD software: creating points, lines, other geometric forms, isometric drawings, and 3D models. They learn how to translate initial concepts into functional designs and 3D walkthroughs and explore career options in this hands-on introductory-level course.

Introduction to Computer Science

This course introduces students to computer science concepts such as computer architecture, networks, and the Internet. Students use object-oriented programming, event-driven processes, modular computer programming, and data manipulation algorithms to produce finished software programs. They use the design process to create many programs by determining specifications, designing the software, and testing and improving the product until it meets the specifications. By the end of this course, students will have a solid foundation for further study in computer science.

Java Programming I

Java Programming Levels 1 and 2 introduce programmers to the power of Java for developing applications while learning the basic principles of structured and object-oriented programming. These courses incorporate the latest version of Java with meaningful real-world exercises and a wealth of case problems help students build skills critical for ongoing programming success. Levels 1 and 2 must be taken in sequential order.

Java Programming II

Java Programming Levels 1 and 2 introduce programmers to the power of Java for developing applications while learning the basic principles of structured and object-oriented programming. These courses incorporate the latest version of Java with meaningful real-world exercises and a wealth of case problems help students build skills critical for ongoing programming success. Levels 1 and 2 must be taken in sequential order.

Instructor

Rio Hondo College, Whittier, CA

2016

Taught course on the elements of effective online course design.

Modeled best practices in face-to-face teaching.

Requested all necessary lab materials to assure student success.

Modeled active listening and sandwiched feedback with positivity.

Prepared or updated online course content and assessments; validating links, shifting dates, and proofreading.

Ensured all coursework is accessible and engaging.

Provided multiple opportunities for interaction to foster a sense of community.

Produced a customized pacing schedule for each student and send them weekly progress reports.

Responded quickly to student contacts.

Courses Taught:

Applying the OEI Course Design Rubric

The statewide Online Education Initiative (OEI) uses a comprehensive rubric to assess elements of effectiveness in online course design. While this rubric is being used primarily for courses being submitted to the OEI Course Exchange program, being able to apply this rubric to the design of your online courses can lead to more successful experiences in online teaching and learning. Led by Online Network of Educators (@ONE), upon successful completion of this full day workshop, participants will become knowledgeable in the various sections of the rubric

including design, interaction, assessment and learner support and may be able to use the rubric in local online program efforts. Successful completion of this workshop is a prerequisite for enrolling in the OEI Peer Online Course Reviewer (POCR) training.

Instructor
Taft College, Taft, CA

2015 - 2017

Taught various courses on using Canvas.

Modeled best practices in online teaching.

Prepared or updated online course content and assessments; validating links, shifting dates, and proofreading.

Ensured all coursework is accessible and engaging.

Provided multiple opportunities for interaction to foster a sense of community.

Produced a customized pacing schedule for each student and send them weekly progress reports.

Utilized announcements to update and remind students of due dates and relevant school information.

Established a regular schedule for logging in to respond to students' emails and discussions as well as update grades.

Responded quickly to student contacts.

Courses Taught:

Advanced Canvas Workshop

Let's give your course some appeal with Extreme Canvas know-how. Each day, we will meet one learning outcome. The content and media presented in the course will be aligned to the Online Education Initiative's (OEI) Rubric sections.

Introduction to Teaching with Canvas

This course introduces you to how to teach using the Canvas learning management system by Instructure. You will learn how the system works through a series of curated readings and recall what you have learned through formative quizzes. You will also practice what you have learned through a series of hands-on exercises focused on the subject you teach. Finally you will reflect on the tools in Canvas through a shared discussion with other participants sharing this part of our professional journey.

From Communication to Community

Making the transition from teaching in the traditional classroom setting to the online environment often fills instructors with a range of emotions -- excitement, fear, and usually a realization that "this is going to be way more work than I expected!" Often instructors transition their traditional classes to the online environment without understanding the uniqueness of online learning. This can result in a passive learning experience for students, increasing the sense of isolation that accompanies distance learners and resulting in poor academic achievement or a withdrawal from the course. You, on the other hand, are on the track for success! In this workshop, you will learn how By the end of the workshop participants will be able to discuss distance education policies related to online communication, create a course specific communication policy based on effective communication strategies, and integrate elements of effective communication strategies into an online course.

Instructor
Online Network of Educators (@ONE) Project, Menifee, CA

2015 - 2016

Taught introduction to online learning courses.

Modeled best practices in online teaching.

Prepared or updated online course content and assessments; validating links, shifting dates, and proofreading.

Ensured all coursework is accessible and engaging.

Provided multiple opportunities for interaction to foster a sense of community.

Produced a customized pacing schedule for each student and send them weekly progress reports.

Utilized announcements to update and remind students of due dates and relevant school information.

Established a regular schedule for logging in to respond to students' emails and discussions as well as update grades.

Responded quickly to student contacts.

Courses Taught:

Online Education Standards & Practices

This fast-paced, 12-week program combines the best of @ONE's courses with targeted Canvas tutorials, providing an excellent overview of developing and teaching an online course using Canvas. Participants who complete OESP receive an @ONE Online Teaching Certificate of Completion, and participants who go on to have their OESP ePortfolio reviewed are eligible for the @ONE Online Teaching Certificate of Achievement.

Introduction to Online Teaching and Learning

Great teaching can happen anywhere, but teaching online requires different skills, strategies and tools than in a traditional face-to-face classroom. In this 4-week course you'll gain proficiency in the unique qualities and perspectives of masterful online teaching, including powerful ways to support the success of online students, how to lay a foundation for a productive learning community, and infusing your course with your distinctive presence. We'll walk you through the pertinent federal, state, and local regulations impacting online teaching, and set you on a path to designing success for you and your students!

Instructor

2015

Citrus College, Glendora, CA

Diablo Valley College, Pleasant Hill, CA

College of the Desert, Palm Desert, CA

Grossmont College, El Cajon, CA

Grossmont-Cuyamaca Community College District Auxiliary, El Cajon, CA

Los Angeles Pierce College, Woodland Hills, CA

Merced College, Merced, CA

Contra Costa College, San Pablo, CA

Taught introduction to online learning courses.

Modeled best practices in online teaching.

Prepared or updated online course content and assessments; validating links, shifting dates, and proofreading.

Ensured all coursework is accessible and engaging.

Provided multiple opportunities for interaction to foster a sense of community.

Produced a customized pacing schedule for each student and send them weekly progress reports.

Utilized announcements to update and remind students of due dates and relevant school information.

Established a regular schedule for logging in to respond to students' emails and discussions as well as update grades.

Responded quickly to student contacts.

Courses Taught:

Introduction to Online Teaching and Learning

In this 4-week course you'll gain proficiency in the unique qualities and perspectives of masterful online teaching, including powerful ways to support the success of online students, how to lay a foundation for a productive learning community, and infusing your course with your distinctive presence. We'll walk you through the pertinent federal, state, and local regulations impacting online teaching, and set you on a path to designing success for you and your students!

Faculty

2012 - 2015

Virginia International University, Fairfax, CA

Provided multiple opportunities for interaction to foster a sense of community.

Produced a customized pacing schedule for each student and send them weekly progress reports.

Utilized announcements to update and remind students of due dates and relevant school information.

Established a regular schedule for logging in to respond to students' emails and discussions as well as update grades.

Responded quickly to student contacts.

Courses Taught:

SOC 101 Sociology

This course examines patterns in political institutions, public policy, and conflict within and between communities and interest groups.

GEC 131 Sociology

This course examines patterns in political institutions, public policy, and conflict within and between communities and interest groups.

GEC 130 Psychology

This course examines human and animal behavior, relating experimental studies to practical problems. It includes topics such as learning, memory, motivation, stress, emotion, intelligence, development, personality, therapy, psychopathology, and social psychology.

Instructor

2011 - 2012

Julian Charter School, Julian, CA

Taught various health, home economics, photography, graphic design, psychology courses to 6 – 12 grade.

Provided multiple opportunities for interaction to foster a sense of community.

Produced a customized pacing schedule for each student and send them weekly progress reports.

Utilized announcements to update and remind students of due dates and relevant school information.

Established a regular schedule for logging in to respond to students' emails and discussions as well as update grades.

Responded quickly to student contacts.

Courses Taught:

3210 Intro to Health

This course is designed to cover diseases and disorders, mental/emotional health, use and misuse of substances, personal health/nutrition, growth, and development (including family life unit), health resources, consumer health, first aid, and safety and community health.

5730 Life Management Skills

The Life Management I course is an introduction to the study of the discipline of Home Economics Careers and Technology (HECT) and equips students with essential skills for living. This Consumer and Family Studies course focuses on teaching students skills for managing personal, family, and work responsibilities, and provides a solid foundation for further study in the CFS content areas and/or for entering one of the eight industry-related Home Economics Related Occupations (HERO) career pathway programs. It provides students with the opportunity to gain life management skills through leadership and career development activities, and through instruction in the seven content areas of child development and guidance; consumer education; family living and parenting education; fashion, textiles and apparel; food and nutrition; housing and furnishings; and individual and family health. Based on the HECT standards, this course provides rigorous, standards-driven instruction, integrates academic and career-technical concepts, and contributes significantly to students' academic achievement.

4063 Computer Drafting

Students are introduced to drafting and architectural design fundamentals and learn how to create drawings of varying complexity using computer drafting software such as CAD. Prerequisite: basic computer skills as outlined in the Computer Skills course description, or equivalent. This is an option for home study students and their parents who are motivated to work actively with their EF to personalize the assignments for the student.

2157 Computer Graphics

This course introduces students to the world of graphic arts design using the latest technology. Programs can include Adobe products such as Photoshop and Illustrator, Macromedia's Fireworks, or other programs including open-source products. Students can also opt to create animated graphics using products such as Multimedia Fusion, Tomboy, Macromedia Flash, or other similar products. This is an option for home study students and their parents who are motivated to work actively with their EF to personalize the assignments for the student.

2089 Digital Photography and Graphics

This photography course will familiarize students with digital cameras and their use. Students will master both the technical aspects of digital photography and the basic techniques needed to take quality photos. Whether students are new to photography or have experience with manual photography, this course will help them learn more about using light and meter, camera controls, aperture and depth of field, shutter speed and movement, different types of exposure, wide angle and telephoto lenses. Students will also learn how to creatively enhance their photos. This is an option for home study students and their parents who are motivated to work actively with their EF to personalize the assignments for the student.

1850 Intro to Psychology

This introductory course in psychology is a survey of the multiple aspects of human behavior. It involves a study of the theoretical foundations of human functioning in such areas as learning, motivation, emotions, personality, deviance and pathology, psychological factors and social influence. It directs the student to an insightful understanding of the complexities of human relationships in personal, social, and vocational settings.

9562 Computer Animation

Students learn video game programming and logic as they create worlds and define the movement, properties, and actions of characters. Students will become familiarized with platform video game history and then learn how to create platform specific character movements, power

items, level bosses, and other functions as they create their a platform video game. Students will also learn the fundamentals of basic digital animation. They will learn how to create and animate video game characters. Students will learn how to create a walk cycle, a jump cycle, and also how to animate their character throwing. These animations will then be used to import their character into Multimedia Fusion for an original video game.

0767 Computer Technology

This is a survey course that presents the student with an overview of technology and an introduction to using various forms of technology. Students learn various definitions of “technology”, how technology has advanced over the past decades, and the impact technology has on cultures and society. Computer technology concepts taught may include Internet use and safety, working with a standard operating system to use and organize programs and information, using common applications such as word processors, and the basics of email use. Other technology concepts might include inventions and the patent process, medical and science advancement through technology, socio-cultural perspectives – including controversies – of technology, and projecting what the future might hold in various areas of technology. This is an option for home study students and their parents who are motivated to work actively with their EF to personalize the assignments for the student.

8516 Computer Skills I

This course teaches computer usage skills used in daily life and for work and school. Students learn how to install, uninstall, and run software applications. File storage and retrieval is covered, including copying and saving files under new names, organizing files and folders, customizing the desktop, and backing up files. Students learn the basics of Internet use and safety, including conducting searches and using email with attachments and CC. Students learn essential computer care including proper shut-down and the need for surge protectors. This is an option for home study students and their parents who are motivated to work actively with their EF to personalize the assignments for the student.

Instructor
Santa Barbara Business College, Ventura, CA

2011 - 2013

Taught online early childhood education, psychology, and sociology courses.

Provided multiple opportunities for interaction to foster a sense of community.

Produced a customized pacing schedule for each student and send them weekly progress reports.

Utilized announcements to update and remind students of due dates and relevant school information.

Established a regular schedule for logging in to respond to students' emails and discussions as well as update grades.

Responded quickly to student contacts.

Courses Taught:

ECE 100 Child Growth and Development

This course is designed to provide knowledge of child development with a focus on the preschool years. Growth across several developmental domains will be covered as well as major theories of child development. Students will learn to facilitate development across domains and to recognize typical development.

ECE 105 Child, Family, and Community

This course is designed to explore the interplay between children, families and communities. The effects of environmental, social and media influences will be studied. Topics to include family dynamics, interpersonal relationships, socialization, and community and educational opportunities.

ECE 230 Administration in Early Childhood Education

This course is designed to give students an overview of childcare administration including business planning and licensing requirements. Focus will be on environmental design, developing policies, and day to day administrative tasks.

PSYC 200 General Psychology

This general education course presents principles and concepts of psychology, the science concerned with understanding and explaining mental processes and behavior. Topics include human development, learning, thinking, motivation, sensation and perception.

SOC 200 Intro to Sociology

This general education course is designed to provide students with an introduction to the discipline of Sociology including research methods, data analysis and theories developed. The impact of various diversity models, poverty, power and politics on societies, world economies and the environment will be studied. Special emphasis will be placed on critical thinking and ethical considerations.

SOC 310 Research Methods

This general education course offers a step-by-step, systematic approach to conducting research. Emphasis is on using critical thinking, efficient and appropriate research techniques and the Internet to produce a factual, relevant in-depth white paper. Students will develop and evaluate data collection methods.

Instructor
Ross College, Sylvania, OH

2011 - 2012

Taught online communication, sociology, and student orientation courses.

Provided multiple opportunities for interaction to foster a sense of community.

Produced a customized pacing schedule for each student and send them weekly progress reports.

Utilized announcements to update and remind students of due dates and relevant school information.

Established a regular schedule for logging in to respond to students' emails and discussions as well as update grades.

Responded quickly to student contacts.

Courses Taught:

GEN 114 Introduction to Communication

This course introduces students to the theories and principles of speech communication from a wide range of perspectives. The evolution of communication theory is examined and foundational principles, such as the communication process, perception, verbal/nonverbal communication, and listening, are introduced. These principles are then applied to communication in interpersonal, small group, public, and organizational contexts. The dynamics of relationships, intercultural and gender communication issues, and conflict and negotiation are also explored, along with ethical issues inherent in the communication process. Discussions of current viewpoints related to interviewing, mass media, and new technologies present a contemporary view of the communication process.

Student Orientation

All enrolled online students are required to complete orientation prior to the start of classes. Orientation includes a virtual meet and greet with a member of the Online Education team, Ross College Online policies, time management, navigation of the Learning Management System, Academics, Attendance, Computer Usage, and other helpful tips to help ensure student success. Online students will not be considered program enrollees until they successfully complete the program orientation.

GEN 116 Intro to Sociology

This course provides a broad overview of sociology and how it applies to everyday life. Major theoretical perspectives and concepts are presented, including sociological imagination, culture, deviance, inequality, social change, and social structure. Students also explore the influence of social class and social institutions such as religion, education, healthcare, government, economy, and environment. The family as a social structure is also examined.

Online Instructor and SWAT Initiative Representative for Student Engagement
California Virtual Academies, San Diego, CA

2010 - 2011

Taught various health and science courses for grades 9 – 12.

Reached out to lower achieving students more frequently to solve general issues and provide organizational help, tips and tricks.

Focused on jumpstarting students and pointing them in the right direction.

Maintained communications with content teachers on student contact and any resolutions that comes of the student contact.

Courses Taught:

OTH010: Skills for Health

This course focuses on important skills and knowledge in nutrition; physical activity; the dangers of substance use and abuse; injury prevention and safety; growth and development; and personal health, environmental conservation, and community health resources. The curriculum is designed around topics and situations that engage student discussion and motivate students to analyze internal and external influences on their health-related decisions. The course helps students build the skills they need to protect, enhance, and promote their own health and the health of others.

SCI113: Earth Science This course, for students who have been introduced to Earth and Life Science topics in middle school, focuses on topics in geology, oceanography, astronomy, weather, and climate. Students use a combination of online instruction, hands-on laboratory activities, reference book study, and collaborative activities with virtual classmates. This course prepares students to take college courses in any Earth Science areas.

Associate Faculty

Mohave Community College, Colorado City, AZ

2009 - 2012

Taught various psychology, sociology, marriage, and gender courses.

Trained online faculty and staff of the importance of ADA compliance and accommodating our online learners to increase student retention and satisfaction.

Provided multiple opportunities for interaction to foster a sense of community.

Produced a customized pacing schedule for each student and send them weekly progress reports.

Utilized announcements to update and remind students of due dates and relevant school information.

Established a regular schedule for logging in to respond to students' emails and discussions as well as update grades.

Responded quickly to student contacts.

Courses taught:

SOC 131: Introduction to Sociology

An introduction to the field of sociology, the scientific study of humans and their behavior in the social context. Topics include conducting research in sociology, sociological theory, culture,

socialization, crime & deviance, sex & gender, race & ethnicity, social institutions, organizations, social issues, social movements and change.

SOC 133: Sociology of Deviant Behavior

This course examines deviant behavior as it develops from human behavior in groups. The class investigates various theories of deviancy; how society views deviant behavior, and ascertains the point of views of deviant groups.

SOC 136: Marriage and Family

This course explores the relationships of marriage and family in American society. It also examines gender roles, the traditional family, dating, diversity in families, relationships, and family paradigms. The application of theories, cross-cultural comparisons and professional literature creates an understanding of American society's quest for intimacy.

SOC 140: Racial, Ethnic, & Gender Relations

Examines cultural diversity in modern American society. The heterogeneous nature of society is explored in its racial, ethnic and gender relations.

PSYC 270 Abnormal Psychology

The focus of the course will be on the historical and current views involved in defining mental illness, the causes of mental illness, and the major types and methods of assessing, treating and preventing mental illness.

PSYC 260 Introduction to Personality

Focuses on the various theories of personality development and factors that influence personality development. Areas covered will be: personality assessment, traits, genetics, psychoanalytic theory, cognitive theory, cultural factors, and methods of coping.

Faculty

2008 - 2010

University of Phoenix Online, Tempe, AZ

Taught various adult education courses.

Served as subject matter expert for course developments.

Courses taught:

AET/530 Technology for the Adult Learner

This course explores a variety of ways in which technology can support and facilitate instruction for adult learners including the use of Web resources and multimedia. It also addresses the facilitator's role in researching, selecting, integrating, and managing technology in an adult learning and training environment. It focuses on technologies, software applications, and the evaluation of technology. Additionally, the course incorporates the importance of copyright and educational fair use.

AET/535 Assessment and Evaluation in Adult Learning

This course focuses on developing the skills necessary to become effective assessors of adult learners in postsecondary and training environments. It provides the fundamentals of varied classroom assessments and training evaluation models, such as formative and summative tests and authentic assessments. Learners develop assessments and analyze how assessment data is used to improve instruction and learning. Additionally, the purposes, the methods, and the reporting of evaluation for trainers are explored.

Instructor

2007 - 2009

Insight Schools of California - Los Angeles & North Bay, CA

Taught finance, health, physical education, technology, and psychology courses to 9 - 12 grades.

Served as a subject matter expert and Exceptional National Teacher Trainer.

Recognize how to assist my students in their development as reflective practitioners.

Applied methods to help students move smoothly in the direction of their dreams, objectives, and goals.

Selected by Insight Schools of California's Executive Director to present my online teaching innovations to two of our regional vice presidents as well as numerous principals around the nation.

Developed and taught faculty and staff how to use an online mail merging system that was proven to increase contact, asynchronous, and synchronous attendance in our online school.

Supervised the following clubs: Senior Club, Technology Club, Video Game Club, Yearbook Club

Courses taught:

SOC 313 Sociology: The Study of Human Relationships

The excitement of sociology lies in the fact that its perspectives makes us see in a new light the very world in which we have lived all our lives. (Peter L. Berger) Sociology is the study of people, social life and society. This course will emphasize new research and contemporary concerns that demonstrate how sociology applies to the needs and concerns of students. The development of a sociological imagination will enable students to examine how society shapes human actions and beliefs, and how such actions and beliefs in turn shape society. This course also offers some exciting online sociology experiments.

SOC 314 Personal Psychology: The Road to Self-Discovery

Self-knowledge is the key to self-improvement! This award-winning course offers exciting online psychology experiments about our own behavior. Introduction to Psychology- Do you have unconscious motivations? The Beginnings of Life-How does television affect children? Are there any effects at all? Adolescence- Why is adolescence one of the most difficult developmental stages? Body & Behavior- How does adrenaline affect emotions? Sensation & Perception – If a tree falls in a forest, does it make a sound? There is a RIGHT answer to this question! Intelligence & Psychological Testing – Emotional intelligence or intellectual intelligence – is one area more important than the other? Personality & individuality – Who are you? Let 10 personality tests help you answer this question.

TCH 111 Computer Fundamentals I

In this introductory course, students learn how to use Microsoft Word, Excel and PowerPoint 2000 to create, analyze, edit, share and publish information for a variety of audiences and purposes. Through step-by-step tutorials and a project-based approach to learning, students become familiar with the key concepts and basic skills of today's information technology sector.

TCH 116 Multimedia I: Digital Technology & Graphics

This course is for anyone who wants to learn how to edit digital photos to create images that have visual impact. Participants learn the basics of photocomposition before moving on to technical topics, such as working with layers and masks, adding special effects, and combining images and type to create powerful graphics. At the end of the course, participants will have completed a variety of original projects for their graphic design portfolios.

TCH 117 Multimedia II: Web Design

This course provides a comprehensive introduction to the essentials of Web design, from planning page layouts to publishing a complete site on the Web. Through real-world projects and engaging activities, participants learn fundamental design concepts and hands-on techniques for creating compelling easy-to-use Web pages. By the end of the course, participants will have learned how to combine their graphic design skills with the technical knowledge needed to build and publish Web sites with ease. This course utilizes open source software: Web Dwarf and The Gimp 2.0 (free downloads).

TCH 213 Multimedia III: Flash Animation

This course is for anyone who wants to create animations and interactive movies like the ones used on the coolest Web sites. Participants learn how to use Flash CS3- the world's most popular animation software—to create engaging, interactive movies and games for the Web. Beginning with classic animation techniques, participants learn how to move objects around the screen and

change their appearance. From there, it's on to creating movies complete with original artwork. By the end of the course, participants have learned how to build interactivity into their movies, build games and publish their work to the Web. This course is a great introduction to the world of Web animation.

TCH 214 Digital Video Editing & Production

This course introduces students to all aspects of digital video, from storyboarding scenes and creating shot lists to editing a finished, professional-quality product. Throughout the project-based course, students will demonstrate mastery of the key learning objectives by recording, capturing and editing their own videos. This is a hands-on course that provides a solid foundation for further study in this exciting field. The use of a camcorder is required for this course.

TCH 310 Java Scripting

This course is for web designers who want to improve the functionality and power of their web sites through JAVA scripting. Participants will learn how to use JavaScript to streamline development of their web sites, get more control over the appearance and behavior of web pages across multiple browsers, and validate data from a Web form and send it to a database. In the process of completing hands-on projects, participants will get sample code that they can easily modify and use on their own web sites. In addition to gaining these practical skills, participants will receive a comprehensive introduction to basic programming concepts and terms.

TCH 311 Programming I: C++

In the first part of this introductory-level course, participants learn the basics of C++ programming by completing a series of hands-on projects. Using Visual Studio.NET 2003, participants learn how to write code using variables, functions, expressions, flow control statements, loops and more. In the second part of this course, students build on the skills they learned in the first part. This part of the course introduces arrays, structs, classes and other basic concepts of programming.

TCH 312 Programming II: VB/Net

This course teaches basic programming concepts and skills while introducing students to the Visual Basic.NET programming language. Participants complete a series of hands-on projects as they learn the essentials of VB.NET.

TCH 313 Game Design I

This course is for anyone who loves gaming and wants to design and build original games from scratch. Participants learn how to use popular game development software, Multimedia Fusion 2.0, to create engaging, interactive games in a variety of styles. After learning about game genres and experiencing a variety of classic games first-hand, participants learn all aspects of the game design process. From there, it's on to a series of increasingly challenging hands-on projects that teach all the elements of successful game development. This course provides a solid foundation in the essentials of game design and prepares participants for the more advanced skills taught in Game Design II.

TCH 314 Game Design II

This course is for game designers who want to take their skills to the next level. Building on the skill and knowledge learned in Game Design I, participants create even more complex games in a variety of styles using Multimedia Fusion 2.0 software. Learn about the field of professional game design, and then apply the methods used by the pros to refine their own games. At the end of the course, participants will have everything they need to design and develop complex interactive games on their own.

SLS 101 Reading Essentials

In this course, students read from a wide variety of materials to improve their literacy skills and gain an appreciation of a variety of literary genres. They develop a personal plan for increasing word knowledge and for gaining and using effective reading strategies to improve comprehension and learning. Students interact with their teacher and other students on the Internet. Students may select among many different books throughout the course. Basic computer skills are recommended.

SLS 111 Study Skills

In this introductory, mentor-based course offered via the web, students are guided through developing study skills to improve academic and work performance, based on their learning styles. They are provided several application opportunities based on self-assessments in topics such as time management, memory, oral communications, reading, writing, note taking, critical thinking, test taking and researching. Students have the opportunity to interact with their teacher and classmates on the web.

SLS 110 Career Planning

This is a comprehensive course where students first learn about themselves and how that knowledge contributes to career success. They use various career resources to investigate careers and discover how goal setting and decision making are integral to career planning. They also master job-finding techniques and learn how to make the transition from school to work.

SLS 212 Personal Economics & Finance

In this mid-level economics and personal finance course, students visit a number of locations within a neighborhood setting to learn about different aspects of personal economics and finance. They have the freedom to choose their own paths through the course content, which deals with such topics as spending plans.

LRN 410 iLearning (Senior Year)

This course is designed to help seniors complete school-level graduation requirements including the portfolio, the high school and beyond plan, and the senior project. All seniors should register for this course.

HPE 110 Skills for Health

Skills for Health is a comprehensive skills-based health education course. Skills for Health helps students develop knowledge, attitudes, and essential skills in (!) mental and emotional health; (2) nutrition; (3) lifelong physical activity; (4) substance use and abuse; (5) injury prevention and safety; (6) growth and development; and (7) personal health, environmental conservation, and community health resources. Through real-life simulations that engage and motivate students apply skills such as accessing valid health information, self-management, analyzing internal and external influences, interpersonal communication, decision-making, goal setting, and advocacy. There are multiple opportunities for practice and assessment integrated throughout. Students who complete Skills for Health build the skills they need to protect, enhance, and promote their own health and the health of others.

HPE 111 Fitness Fundamentals I: Getting FIT

This course helps students establish a regular exercise routine of their choice and covers exercise techniques and guidelines to keep students safe when pursuing any type of physical activity. Upon successful completion of Fitness Fundamentals I students will have established a basic level of fitness and prerequisite knowledge that will allow them to successfully participate in the other courses in the suite, including Fitness Fundamentals II and a variety of special interest courses.

HPE 112 Fitness Fundamentals II: Strength, Cardio, & Flexibility

This course explores in-depth the five components of physical fitness touched on in Fitness Fundamentals I—muscular strength, endurance, cardiovascular health, flexibility, and body composition. In many ways this course is a survey of exercise, and encourages students to explore several varieties of strength, cardio, and flexibility exercises. The unique format of this course allows students to discover new interests as they experiment with a variety of exercises in a non-competitive atmosphere. By targeting different areas of fitness, students will increase their understanding of health habits and practices and improve their overall fitness.

HPE 211 Running

This one semester course is appropriate for beginning, intermediate, and advanced runners, and offers a variety of training schedules for each. In addition to reviewing the fundamental principles of fitness, students will learn about goals and motivation, levels of training running mechanics, safety and injury prevention, appropriate attire, running in the elements, good nutrition and hydration, and effective cross-training. While this course focuses mainly on running for fun and fitness, it also briefly explores the realm of competitive racing.

HPE 610 Student Athlete

This course option allows you to get academic credit for your extracurricular athletic activities. Students participating in this course option will be responsible for logging hours and activity descriptions and checking in with the course advisor on a regularly scheduled basis. Talk to your admissions counselor for details about enrollment.

Online Instructor
Strayer University, Herndon, VA

2007 - 2008

Taught online sociology courses.

Provided multiple opportunities for interaction to foster a sense of community.

Produced a customized pacing schedule for each student and send them weekly progress reports.

Utilized announcements to update and remind students of due dates and relevant school information.

Established a regular schedule for logging in to respond to students' emails and discussions as well as update grades.

Responded quickly to student contacts.

Courses taught:

SOC 300: Sociology of Developing Countries

This course provides an overview of concepts and issues currently relating to developing nations. It analyzes selected societies of the Third World, with an emphasis on their unique historical background, traditional ethos, national characteristics, family structures, religious beliefs and current sociopolitical views and strategies.

Instructor
Blue Ridge International Academy (EdOptions Academy), Falls Church, VA

2007 - 2008

Taught various art and physical education courses to grades 9 – 12.

Served as subject matter expert for course developments.

Provided multiple opportunities for interaction to foster a sense of community.

Produced a customized pacing schedule for each student and send them weekly progress reports.

Utilized announcements to update and remind students of due dates and relevant school information.

Established a regular schedule for logging in to respond to students' emails and discussions as well as update grades.

Responded quickly to student contacts.

Courses taught:

Physical Education

This course's three units include Getting Active, Improving Performance, and Lifestyle. Unit activities elevate students' self-awareness of their health and well-being while examining topics such as diet and mental health and exploring websites and other resources. In addition to being effective as a stand-alone course, the components can be easily integrated into other health and wellness courses.

Fine Arts

This course explores the fine arts in visual (painting, drawing, photography), media (video editing, graphic design), and performing arts (music, dance, and theatre).

Service Learning 2007-9

This course gives the student the opportunity to grow academically, pre-professionally, personally and civically through participation in a service-learning experience.

Online Instructor

West Coast University, Irvine, CA

2007 - 2008

Taught various social science courses.

Provided multiple opportunities for interaction to foster a sense of community.

Produced a customized pacing schedule for each student and send them weekly progress reports.

Utilized announcements to update and remind students of due dates and relevant school information.

Established a regular schedule for logging in to respond to students' emails and discussions as well as update grades.

Responded quickly to student contacts.

Courses taught:

SOC 100 Introduction to Sociology

This course examines the basic nature of human relationships, customs, institutions, social structure, and culture. We will learn the basic concepts, methods and perspectives of sociology as a social science; and it uses them to consider such topics as family life, groups and organizations, sex and age roles, minorities and social classes, religious and political movements, and social problems.

Tutor

Brainfuse, Inc., New York, NY

2006 - 2007

Served as a tutor for K-12 students in Reading, Math, Science, and Social Studies.

Instructor/Course Developer

JCESC Virtual Academy, Steubenville, OH

2006 - 2007

Taught various social science courses.

Provided multiple opportunities for interaction to foster a sense of community.

Produced a customized pacing schedule for each student and send them weekly progress reports.

Utilized announcements to update and remind students of due dates and relevant school information.

Established a regular schedule for logging in to respond to students' emails and discussions as well as update grades.

Responded quickly to student contacts.

Courses Taught and Developed:

Sociology 100

This course examines the basic nature of human relationships, customs, institutions, social structure, and culture. We will learn the basic concepts, methods and perspectives of sociology

as a social science; and it uses them to consider such topics as family life, groups and organizations, sex and age roles, minorities and social classes, religious and political movements, and social problems.

Psychology

A general survey course designed to provide the student with an understanding of the basic concepts and techniques of modern psychology as a behavioral science.

K-12 Substitute Teacher 2006
Instructional Assistant for ESS and Special Education 2006
Poway Unified School District, Poway, CA

Supervised children after school while managing group activities to encourage growth.

Assisted a certificated teacher in providing instruction to individuals or groups of students in an assigned critical skills special education program including Severely Handicapped, and Physically Handicapped or Transition programs.

Monitored and reported student progress regarding behavior and performance.

Performed a variety of clerical and supportive duties related to classroom activities.

Instructor 2006
Vista Adult School, Regional Occupational Program, Vista, CA

Taught on ground courses to 9th grade through Adults.

Served as subject matter expert for course developments.

Courses Taught:

Digital Photography and Graphics

Are you afraid to use your digital camera? Bring it to class and learn why the world has gone digital. We will explore the capabilities and different options available in getting quality images. Students will acquire skills in the basic techniques of computer digital imaging, including editing, color correction and retouching. It's recommended that each student bring a digital camera with them for class participation.

CAHSEE Math Preparation

The CAHSEE Mathematics course is a one-semester math review and preparation course to prepare students for the California High School Exit Exam. It is designed to give students practice with content in line with California mathematics standards. Topics include number sense, statistics, data analysis and probability, algebra and functions, measurement and geometry, and mathematical reasoning.

English Language Development I

Specially designed for students whose native language is Spanish, this beginner's course engages students in listening, speaking, reading, and writing through vocabulary study, peer-to-peer discussions, multimedia presentations, practice activities, and games. First semester topics include the alphabet, numbers, basic conversation, the calendar, weather, time, and colors. The second semester covers objects, places, family, food, pastimes, and school routines.

CAHSEE Math Preparation

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English Language Development I

Specially designed for students whose native language is Spanish, this beginner's course engages students in listening, speaking, reading, and writing through vocabulary study, peer-to-

peer discussions, multimedia presentations, practice activities, and games. First semester topics include the alphabet, numbers, basic conversation, the calendar, weather, time, and colors. The second semester covers objects, places, family, food, pastimes, and school routines.

Professional Positions in Academia

Distance Learning Operations Coordinator

2011 - 2012

Ross Education, LLC, Sylvania, OH

Coordinated online delivery services, curriculum development services, and faculty training and professional development services.

Responsible for scheduling online classes and performing student development and retention services.

Oversaw data management and reporting services.

Performed instructional design, social media, and technical support services.

Supervising Teacher

2008 - 2010

Insight Schools of California, Lancaster, CA

Oversaw a caseload of approximately 150 independent study students.

Monitored work record samples, average daily attendance, and quality and quantity of work through weekly office hours and daily phone calls.

Facilitated STAR and CAHSEE testing, as well as, information sessions and oversaw field trips.

Department Chair

2007 - 2008

Insight Schools of California, Lancaster, CA

Oversaw weekly professional development for the following subject area teachers: Health Education, Technology, and Physical Education.

Director of Educational Programming

2005

California State University, San Marcos ASI

Supported the development, implementation, and assessment of a cohesive, integrated array of student learning and involvement experiences across ASI.

Served as the risk manager for all ASI-sponsored programs and events.

Advocated for the interests of students and the growth of campus life.

Instructional Design Experience

Instructional Design Coordinator

2017 - Present

Palomar College, San Marcos, CA

Assist faculty, subject matter experts, and others in the design, development, and on-time delivery of accessible instructional content.

Focus efforts on online and hybrid courses applying innovative methods.

Conduct research on emerging technologies for use in an academic setting.

Collaborate with faculty by identifying, analyzing, selecting, and organizing instructional content for the career and technical education programs.

Faculty Course Reviewer (Special Faculty Assignment)

2017

Mt. San Jacinto Community College, San Jacinto, CA

Reviewed Courses for Online Education Initiative (OEI) Rubric Alignment in Canvas ensuring alignment with the OEI Course Design Rubric.

Ensure courses offered as part of the initiative promote student success and meet existing regulatory and accreditation requirements.

Professional Expert in Canvas for Canvas Pilot Program, E-Learning Instructional Design 2017
Riverside Community College District, Riverside, CA

Assisted with the transition in Learning Management Systems (LMS) from Blackboard Learn to Instructure Canvas through face-to-face workshops.

E-Learning Instructional Design Coordinator 2016 - 2017
Online Network of Educators (@ONE) Project Menifee, CA

Acted as the lead role in the development, innovation and collaboration of project-wide instructional design projects.

Co-Designed "Online Education Initiative's Online College Counseling" course in Canvas.

Co-Designed "Creating Accessible Online Courses" course in Canvas.

Instructional Design Contractor 2014 - 2016
Online Network of Educators (@ONE) Project, Menifee, CA

Designed and taught "Communications to Community" online workshop for Taft College.

Co-designed and taught "Introduction to Teaching with Canvas" for various California Community Colleges.

Human Resources Analyst, Employee Training, E-Learning Instructional Design 2013 - 2016
County of San Diego, San Diego, CA

Conducted workshops, conferences, interactive Web-based classes, classroom training, and Train-the-Trainer sessions.

Designed and updated written learning and instructional materials such as facilitation guides, instructor-led training material, and performance support material.

Updated management and stakeholders regularly on program status and updates.

Managed administration of multiple training activities including scheduling classes, sourcing instructors, processing registrations, sending acknowledgement and confirmation e-mails to students, ensuring the availability of supplies and materials, and post-training follow-up.

Monitored and evaluated training programs and conducted training needs analyses to determine and report program effectiveness and identify additional needs.

Maintained administrative changes in the Learning Management System (LMS) and training-related databases.

E-Learning Instructional Designer 2012 - 2013
AVID Center, San Diego, CA

Responsible for the design, development, and delivery of new e-Learning content for both external and internal audiences based on sound, proven instructional design principles.

Consulted and collaborated with SMEs (internal and external) and other IDEA Team members to create storyboards and/or scripts to inform design and development of e-learning content.

Worked in conjunction with IDEA Team members and other AVID Center staff members as appropriate on e-learning and multimedia projects.

Created products that are received with a high level of internal and external customer satisfaction while managing multiple priorities.

Instructional Design Coordinator 2011
San Diego Community College District, Online Learning Pathways, San Diego, CA

Trained faculty on Blackboard Learn 9.1 system.

Participated in the migration of existing online courses from Blackboard Vista.

Fulfilled Course Requests for Blackboard shells submitted by the on campus faculty.

Assisted with Grading the Online Faculty Training and Certification course.

Responded to phone and email requests for assistance by students.

Assisted Faculty with the content in their Blackboard shells.

Helped with producing the SDCCD Online Faculty Showcase.

Online Teaching Conference co-Coordinator 2011
Online Network of Educators (@ONE) Project, San Jose, CA

Helping with all aspects of project management for the Online Teaching Conference

Course Developer 2006
Vista Adult School, Vista, CA

Co-Authored Course: This course provides the classroom training required by the DMV that enables students; AGES 15 TO 17.5 to obtain a learner's permit. Driver's Education is a series of classes totaling 30 hours of instruction, the number of hours required by the State of California to get a driving permit. Course content includes: traffic laws and signs, right-of-way rules, passing, freeway driving, defensive driving techniques, insurance requirements and penalties for DUI infractions.

Faculty Training Experience

Ongoing Instructional Design Consultations & Workshops 2017 - Present
Palomar College

Instructional Design Consultations & Weekly Webinars 2015 - 2017
OEI/ Online Network of Educators (@ONE) Project

Faculty Orientation 2011 - 2012
Ross College

Moodle Training 2011
Santa Barbara Business College

Blackboard Vista to 9.1 Learn Migration 2011
San Diego Community College District

Faculty Showcase 2009 - 2011
Mohave Community College

Faculty Orientation 2009 - 2010
Insight Schools - Nationwide

SITE Initiative (Simplify and Improve Teacher Effectiveness) Insight Schools - Nationwide	2009
National Teacher Trainer Insight Schools, Apollo Group	2009
Auto Dialing Tutorial Insight Schools, Nationwide	2008
Mail Merging Tutorial Insight Schools, Nationwide	2008
Intern, Professional Trainer San Diego Community College District Online, San Diego, CA	2006

Articles and Research

Accommodating the Online Learner: Master's Thesis http://bit.ly/TerasMastersThesis2007	2007
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Scholarly and Professional Presentations

Curation of Zero Textbook Cost (ZTC) Materials in Canvas Palomar College: Comets Affordable Learning Materials (CALM) Cohort Meeting	2018
Quick Demo: Canvas Course Basics Palomar College: Canvas Workshop	2018
Quick Demo: Course Communication Palomar College: Canvas Workshop	2018
Quick Demo: Modules Palomar College: Canvas Workshop	2018
Quick Demo: Content Pages Palomar College: Canvas Workshop	2018
Quick Demo: Assignments Palomar College: Canvas Workshop	2018
Quick Demo: Group Work Palomar College: Canvas Workshop	2018
Quick Demo: Dates in Canvas Palomar College: Canvas Workshop	2018
Quick Demo: Home Pages Palomar College: Canvas Workshop	2018
Quick Demo: Canvas Accessibility Palomar College: Canvas Workshop	2018
Quick Demo: Grades in Canvas Palomar College: Canvas Workshop	2018
Quick Demo: Quizzes Palomar College: Canvas Workshop	2018
Instructional Design Strategies to Make Content Accessible in Canvas InstructureCon 2017	2017

RCCD Distance Education and Universal Design for Learning Conference Canvas Workshop	2017
Canvas Workshop Riverside City College	2017
Canvas Workshop Norco City College	2017
Canvas Course Design Call: Section A: Content Presentation Online Network of Educators (@ONE) Project	2017
Canvas Course Design Call: Section B: Interaction Online Network of Educators (@ONE) Project	2017
Canvas Course Design Call: Section C: Assessment Online Network of Educators (@ONE) Project	2017
Canvas Course Design Call: Section D & E: Accessibility & Institutional Accessibility Concerns Online Network of Educators (@ONE) Project	2017
Quick Demo: Regular Effective Contact CanvasLIVE	2016
Quick Demo: 5 Ways to Course Copy CanvasLIVE	2016
Canvas Demo: Regular Effective Contact for Canvas Courses Online Network of Educators (@ONE) Project	2016
Canvas Demo: 5 Ways to Course Copy Online Network of Educators (@ONE) Project	2016
Using Outcomes & Rubrics in Canvas Online Network of Educators (@ONE) Project	2016
TFPA 2013: Social Media Marketing Texas Food Processing Association Conference	2013
Integrating Social Media Management in Your eClassroom MSJC Academy	2012
Teach & Share: Canvas, the hot, new LMS on the block Online Network of Educators (@ONE) Project	2012
Canvas: the CMS for Multimedia and Connecting with Your Students Online Network of Educators (@ONE) Project	2012
Celebrating Student Support, Documentation, and Retention with Canvas Online Teaching Conference	2012
Celebrating Student Support, Documentation, and Retention with Canvas InstructureCon 2012	2012
Animate It! Excite your Online Students with Ease Online Teaching Conference	2011
Online Teaching Innovations: Increase Attendance Career College Association and Exposition	2010
Presented with Embanet Corporation: Maximize Student Satisfaction and ROI Online Teaching Conference	2007

Accommodating the Online Learner: RAC Is the Key (Retention, Attention, Corrections) San Diego Community College Showcase and Expo	2007
Online Best Practices: How Online Learning Helped Me Achieve My Goals	2006

Articles Cited In

GoAnimate: A Perfect Online Learning Tool
<https://blog.goanimate4schools.com/2012/10/24/goanimate-a-perfect-online-learning-tool/>

Industry and Professional Experience

Account Executive 2007 - 2007
 LearnScape, Bethesda, MD

Responsible for selling GEDPathway and SkillsCOMPASS online learning software.

Performed sales of licensing and client based relations.

Entrepreneurial Experience

Virtually Real Classroom 2017 - Present
 San Diego, CA

Creating impactful education for all through accessible experiential VR/AR/MR/XR content.
 Design - Development - Training - Implementation
www.VirtuallyRealClassroom.com

Everyone On Enrollment Partner
<http://www.everyoneon.org/virtually>

Authorized Microsoft Education Partner and Google for Education Certified Trainer

Zero Textbook Cost (ZTC) Consultant 2017 - 2018
 MiraCosta College, Oceanside, CA

Utilized grant from the California Community Colleges Chancellor's office to reduce textbook costs in order to reduce the financial barriers to student success.

Worked on 8 courses with the Child Development faculty to locate zero cost materials.

Educational Training

AP Computer Science Principles Conference at AP by the Sea 2017
 Summer Institute, University of San Diego

Virtual Reality and Augmented Reality 2017
 Vision Summit by Unity

Faculty Foundations 2016
 National University Virtual High School

Providing Effective Feedback 2016
 K12

Teacher Induction Program PEAK 2016
 K12

Technical and Administrative Canvas 2012
 InstructureCon 2012 Administrative Workshop

Online Instructor Training Santa Barbara Business College	2011
Online Facilitator Training University of Phoenix	2008
Online Professor Training Strayer University	2007
Online Facilitator Training Blue Ridge International Academy	2007
Online Instructor Training Insight Schools	2007
UCCP Online Teaching and Learning Institute UCCP	2006

Business and Technical Training

Google for Education

Google for Education: Certified Trainer	2017 - Present
Google Certified Educator: Level 2	2017 - 2020
Google Certified Educator: Level 1	2017 - 2020
Trainer Skills Assessment	2017 - 2019
Microsoft Authorized Education Partner - Academic Volume Licensing	2017 - 2018

Canvas Training

Admin & Support Series - Being an Everyday Admin	2017
Admin & Support: Tier 1 Support	2017
Assessment with Mobile	2017
Assignments	2017
Building Blocks - Home Pages	2017
Canvas for School Staff	2017
Canvas on the Go	2017
Communication Tools	2017
Course Basics	2017
Course Design Considerations	2017
Course Settings & Sharing	2017
Engaging Elementary Students	2017
Exploring the Canvas Commons	2017
Google Integration	2017

Group Work & Collaboration	2017
Interacting with Secondary Students	2017
Leveraging Modules	2017
Organizing Your Account	2017
Quiz Basics	2017
Rollout and Adoption Planning	2017
Shared Assessment Resources for Admins	2017
Standard & 24/7 Support	2017
Uploading CSV Content	2017
Video Engagement with Arc	2017
CanvasLIVE Host Badge	2016

Memberships and Affiliations

ASA American Sociological Association ID #1213880	Expires December 2018
The eLearning Guild Member	2011 - Present

Community Service and Social Contributions

San Rafael Parish Children's Liturgy of the Word Coordinator	2016 - Present
Walk San Diego Board Member	2005 - 2006
Tutor/Mentor San Pasqual Academy	2005

Conferences Attended

InstructureCon 2018	July 2018
Vision Summit by Unity	May 2017
Online Teaching Conference	June 2015
Computer Using Educators Conference	March 2010
Online Teaching Conference	June 2006

Residencies and Colloquia

University of Phoenix Residency: School of Advanced Studies	December 2009
Doctor of Management in Organizational Leadership – Residency 1	

Awards and Honors

Exceptional Teacher at Insight Schools of California	2008
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Highly Competent Subject Areas

Software:

Adobe Captivate
Adobe Connect
Adobe Creative Cloud/Suite
Apple Keynote
Apple Numbers
Apple Pages
Articulate Storyline
Blackboard Collaborate Ultra
CCCConfer
Cisco WebEx Meeting Center
Citrix GoToMeeting
CrazyTalk
EndNote
Evernote
Final Cut Pro
Fusion
GoAnimate
Google Calendar
Google Chrome
Google Classroom
Google Docs
Google Drive
Google G Suite (formerly Google Apps)
Google Gmail
Google Hangouts (Meet)
Google Jamboard
Google Keep
Google Sheets
Google Sites
Google Vault
Grammarly
Horizon Wimba
ICQ
iDVD
iMovie
Instagram
JAWS Screen Reader
Jing Pro
Join.me
Kurzweil
Lectora Inspire
Magisto
Microsoft Access
Microsoft Edge
Microsoft Excel
Microsoft Office
Microsoft OneDrive
Microsoft OneNote
Microsoft PowerPoint
Microsoft Project
Microsoft SharePoint
Microsoft Word
Microsoft Yammer
Mindjet Mind Mapping Tool
MindMeister Mind Mapping Tool
Piktochart
PowerSchool
Prezi

QuickConnect
Read&Write Gold
SkillsAtlas
Slack
SmartSheet
SSPS
TeacherTube
TechSmith Camtasia Studio
TechSmith Snagit
Wordpress
Wrike
YouTube
Zoho CRM & Meeting
Zoom Web Conferencing
ZoomText Magnifier/Reader

Learning Management Systems:

Angel
Apex Learning
Blackboard
Blackboard Vista
BrianHoney
Canvas
Desire2Learn (D2L)
Ecollege
Etudes
Moodle
QuickConnect
Stars Suite
SumTotal Maestro
WebCT

Subject Matter Expert:

Accessibility
Child Development
Cross-Cultural Studies
Curriculum Development for Secondary Education
E-Learning
Early Childhood Education
Education
Educational Psychology
Electives
Ethnic Studies
Exceptional Children
Faculty Training
Family Life Education
Health Science
Home Economics
Instruction and Classroom Management
Instructional Design
Online Teaching
Psychology
Sociology
Student Orientation
Technology (Computer Concepts and Applications)

References

For a list of references, please email Tera.Lisicky@gmail.com.