

LIAM K SHEEHAN

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EDUCATION

Quinnipiac University Master of Science - Instructional Design <i>GPA: 4.0/4.0</i>	Hamden, CT 2021 - 2022
Quinnipiac University Bachelor of Arts - Game Design and Development	Hamden, CT 2017 - 2021

WORK EXPERIENCE

Coding Dojo <i>Instructional Designer</i>	Remote April 2022 - Present
<ul style="list-style-type: none">Leading ongoing revisions of the UX/UI boot camp, a flagship program, in close collaboration with Subject Matter Experts.Collaborating with Subject Matter Experts to develop learning materials, learning activities, and assessments, and building those in the LMS.Developing gamification experiences to boost student engagement with learning materials.	
Connected Camps <i>Lead Curriculum Developer</i>	Remote April 2020 - April 2022
<ul style="list-style-type: none">Led development of gamified curriculum for an Advanced Game Design course taught online to classes of children ages 8-13 facilitated by Minecraft.Taught Game Design, Roman History, and Video Editing programs to classes of 12 children.Trained other staff to be able to teach using developed curriculum.	
Starbucks <i>Barista Trainer</i>	Hamden, CT April 2016 - June 2020
<ul style="list-style-type: none">Trained and mentored nine baristas from day one, ensuring that they had the necessary skills and self-confidence to carry out the job.Created personalized training curricula for each new barista.Selected as "Partner of the Quarter" in early 2020 by other team members.	

SKILLS

Instructional Design:	ADDIE, Adult Learning, Gamification, Graphic Design, Narration, Video Production
Software:	Articulate, Captivate, Camtasia, Illustrator, OBS, Photoshop, Premiere Pro, Reaper
Other:	Acting, Cooking, Guitar, Japanese, Music Composition, Piano, Sound Design

PROJECTS

Advanced Game Design in Minecraft *Lead Curriculum Developer*

Oversaw a team of four designers through a collaborative iterative process spanning 16 weeks using Slack, Google Workspace, and Minecraft. Conducted analysis and created design plan, wrote curriculum, created slides for presenters, and developed in-game activities. Deployed on Outschool.

Japanese Pronunciation for English Speakers

Conducted needs analysis and determined gaps of understanding in target audience. Designed and developed interactive narrated training video using ADDIE model from concept to execution in three weeks. Solo project created in Premiere Pro and narrated in Audacity.

Benkyou - Guided Japanese Immersion Companion

Designed and developed educational Japanese learning app concept detailed in research paper and proposal video using ADDIE model. Created full interactive prototype using Figma. Leverages spaced repetition and guided immersion for maximum learning benefit. Solo project. Proposal written as a research paper, then synthesized into a video using Google Slides, Premiere, and Audacity.

HONORS & AWARDS

Quinnipiac University Game Design & Development Showcase - People's Choice Award

In 2020, this was awarded for my game, 2-D Sword Game. In 2021, our team won again with our game, 3D Cube Game. Chosen for the award by the Department's students. Cash prize. May 2020 and 2021

Intel University Games Showcase

Selected by the Quinnipiac Game Design & Development Department to represent the program in Intel's yearly University Games Showcase. July 2021