Liam Sheehan

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WORK EXPERIENCE

Coding Dojo

Instructional Designer

- Collaborating with subject matter experts to iterate and improve on the Web Fundamentals course, resulting in a 25% increase in pass rates.
- Creating and implementing staff-facing learning modules and training videos using authoring tools, resulting in a 15% increase in student satisfaction with instructors.
- Developing rubrics for summative assessment, bringing uniformity to assessment validity and reliability.
- Spearheaded the development of a curriculum development style guide, resulting in greater standardization across course learning materials and a 30% increase in learning module accessibility and inclusivity.

Connected Camps

Curriculum Developer

- Led the development of gamified curriculum for an Advanced Game Design course taught online to classes of middle-school-aged children in Minecraft. The course has served over 200 learners and holds a 4.5-star review average.
- Taught Game Design, Roman History, and Video Editing programs to children, employing strong classroom management skills to encourage collaboration and curiosity.

Starbucks

Barista Trainer

- Trained and mentored twelve baristas from day one, ensuring they had the necessary skills to carry out their duties.
- Created a personalized training curriculum for each new barista.

EDUCATION

Quinnipiac University

MS, Instructional Design, Interactive Learning Specialization

- 4.0/4.0 GPA
- Completed a two-year program in one year

Quinnipiac University

BA, Game Design & Development, Programming Specialization

• 3.4/4.0 GPA

 Received the "People's Choice Award" at the Quinnipiac University Game Design & Development Showcase for two consecutive years for two separate games

SKILLS & INTERESTS

- Skills: ADDIE, Articulate Storyline & Rise 360, Adobe Captivate, Creative Suite, Gamification, HTML, LMS Admin.
- Interests: Acting; cooking; exercise; guitar; linguistics; piano; Magic the Gathering; Seinfeld

Apr. 2022 – Present Seattle, WA (Remote)

er standardization

Apr. 2020 – Apr. 2022

Los Angeles, CA (Remote)

Apr. 2016 – Apr. 2020

Hamden, CT

Hamden, CT

Aug. 2022

May 2021 Hamden, CT