

I bring 10+ years' experience working with young people (including ages 6-19), with a focus on designing and delivering hands-on computer science and electronics based learning across schools and community settings, and creating inclusive environments where every child can build confidence with technology. I am an experienced Learning Manager skilled in teaching and learning strategy, cross-functional team leadership, STEAM programme development, quality assurance, and partnerships that support widening participation. Currently pursuing an MEd in Creative Education at RCA, building on a foundation of evidence-based pedagogy. Fully eligible to work in the UK.

RELEVANT EXPERIENCE

Curriculum Quality Advisor | Access2Innovate Foundation Dec 2025 – Apr 2026

- Consulting on curriculum design and inclusive learning strategy for a national AI & STEM youth hackathon series for young people (specifically targeting ages 14-19), proactively utilizing user feedback to drive continuous improvement.
- Oversaw pedagogical integrity and scaffolded learning pathways for topics including computer vision and generative AI.
- Authored and secured \$150,000 in Scale AI government funding (STEM Youth Awareness Program) to develop and deliver the hackathon series.

Lead Product Designer (STEM/STEAM) | Zen Maker Lab Nov 2023 – Aug 2025

- Designed and delivered 20+ STEM/STEAM curricula rooted in evidence-based pedagogy: robotics, coding, 3D design/printing, Arduino, micro:bit for youth ages 8-18.
- Line-managed a 15-person instructor team, collaborating cross-functionally to ensure pedagogical quality assurance and programme consistency across 30+ schools.
- Produced 50+ STEM kits: created BOMs, managed consumables inventory, budgeted kit production and school outreach logistics.
- Supervised and trained instructors on laser cutting and 3D printing; conducted tool risk assessments and youth incident logging.

Instructor & Learning Designer | Code Ninjas Oct 2022 – Aug 2023

- Taught 100+ students (ages 7-14) coding and computational thinking (JavaScript, Lua, C#).
- Designed six full-day spring camp curricula, driving a 60% increase in enrolment and engagement.

Product Operations Coordinator | Kinzoo Technologies Sept 2020 – Sept 2022

- Increased monthly asset-release efficiency by 70% by implementing SCRUM guides and delivery timelines.
- Created 100+ wireframes; prototyped 50+ interactive stories in Figma/Sketch for partners including NASA and Blue's Clues.
- Built structured documentation and cross-functional planning practices to support organizational learning strategies and quality assurance reporting.

Research Assistant | Simon Fraser University Sept 2019 - Sept 2021

- Assisted in the research on critical making and social emotional well-being of students in a Biowearable technology through the creation of a maker kit using flex sensors, arduino's, motors, and an LED matrix.
- Created over 300 wireframes using Figma and the Adobe Suite to design critcula reflection cards, and won the Natural Sciences and Engineering Research Council (NSERC) Undergraduate student research award and published three papers.
- Published paper on the work: <https://doi.org/10.1145/3459990.3465182>

Youth Worker / Program Assistant | City of Vancouver Sept 2010 – Mar 2020

- Led after-school programming for underrepresented youth and older teens (ages 14-19); facilitated hands-on arts, crafts, and music workshops.
- Coordinated community partnerships to expand programmes; mentored youth peer helpers.

SAFEGUARDING & COMPLIANCE

- Canadian Vulnerable Sector Check
- First Aid Certified (Canada)
- Tool risk assessments & youth incident logging — Zen Maker Lab
- Ability to Work in the UK
- Enhanced DBS Certification

TECHNICAL SKILLS

C# / C++ CAD Design Arduino
Micro:bit Tinkercad Python
HTML/CSS/Javascript OOP Programming Unity
Block Coding

CORE COMPETENCIES

Curriculum Design Kit Production
Staff Training Budget & BOM
Git / GitHub (VC) Impact Reporting
Outschool ACTIVEWorks Agile / SCRUM

DESIGN & DIGITAL

Figma Sketch Adobe CC Miro
MS Office 365 Google Workspace

EDUCATION

MEd Creative Education
Royal College of Art (Aug 2025– July 2026)

BSc Interactive Arts & Technology
Simon Fraser University (2022)
NSERC Undergraduate Student Research Award — 1 of 10 at SFU

SCRUM Master Certification
(Aug 2026)

LANGUAGES

English (Native) | French (Professional)