

**Jay Bachhuber**  
*Dedicated to the Progression of Humane Technology*

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## Summary

Educational design leader with expertise directing research and development, learning and teaching design, and delivery of online, hybrid, and in-person training programs for US and international education, healthcare, and nonprofit organizations. History of leading teams (remote and in-person) and consulting with professionals to analyze needs, set goals, develop metrics, implement effective learning programs, and iterate. Strengths include written communication, presentation skills, graphic design, focus on results, interpersonal skills, and quickly understanding complex technical information. Contributed chapter on game design to book on game-based learning.

**Software:** Canvas LMS, D2L LMS, Photoshop, Illustrator, InDesign, Captivate, TechSmith Camtasia, TechSmith Snagit, Cornerstone LMS, MS SharePoint, Audacity, Webex, Welo

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## Experience

### Education Consultant | 2008 – Present

So Much This | Cary, NC

- Designed and wrote online training program for non-profit occupational therapy organization
- Performed client needs analysis, developed three one-hour game design workshops, and delivered two-hour training course for US Institute of Peace's Iraqi Youth Summit; successfully met goal of helping 30 students bond around interesting and engaging team activity.
- Led six game design training sessions for 150 participants; evaluated competition entries as part of state-wide program in Connecticut to teach STEM and business skills to high school students; built productive relationship with director of programs for state initiative.
- Invited to speak at Knight Foundation, The National Institute on Money in State Politics, and Ohio State University Law School on industry trends and potential opportunities with game-based learning.

### Director of Learning Design | 2020 – 2023

Great Hearts Online virtual academy | Phoenix, AZ

- One of the founding members of the leadership team of GHO virtual academy, a fully-remote educational organization. Contributed to the definition and codification of organizational culture, mission, vision, and strategy of a new K-8 online school. Developed initial marketing materials, job roles, staff training plans, and presented to teachers regularly on culture, norms, and expectations.
- Designed, piloted, implemented educational technologies and online teaching practices that formed the framework for Great Hearts Online. Head of faculty training on software and best online teaching practices. Designed the Learning Management System course structure and interface, then oversaw maintenance and improvements.
- Conducted and oversaw quantitative and qualitative research with families, faculty, and leadership using surveys, interviews, activities, and live support sessions. Used user data to inform decisions on software selection, usage, and training priorities.
- Direct report for a total of 13 GHO employees, including: full time instructional designer, software development contractors, physical education faculty members, and a team of Learning Design Fellows (eight over two years) who created professional development resources and piloted technology-based interventions.
- Key member of the Academic Leadership Team, decided curricula, materials, and academic policy.
- Presented on school design issues to groups including potential funders, the Texas Education Association, and the Arizona State Board for Charter Schools.
- Developed productive partnerships with software vendors and industry leaders including Arizona State University resulting in material, financial, and intellectual assistance.

### **Instructional Designer | 2016 – 2020**

Denver Health and Hospital Authority | Denver, CO

- Consulted with management, supervisors, and employees to assess needs, set goals, design learning programs, and train doctors, physician assistants, and nurse practitioners using the Epic electronic health record software; recognized by manager for consistent, high quality work.
- Improved weekly client communication bulletin by creating art and refining text; selected by University of Colorado medical school gallery curator in 2019 to show work in solo art exhibition.
- Received positive feedback from Chief Education Officer on training design for resident onboarding program; recognized for collaborative skills with internal education clients, quality of program materials/delivery, and 73% excellent rating from participants.
- Created PDF web and print communication tool to educate 300 medical professionals about Epic software updates; recognized for high quality of design when Epic Systems chose to use the work as an example for new Epic training teams.

### **Research Associate | 2010 – 2014**

Center for Children and Technology | New York, NY

- Developed formative and summative research interventions, created teacher training materials, conducted observations, interviews, and analysis and co-authored final reports for Gates Foundation, NSF, and business-funded educational technology projects. received positive feedback about high quality of work from deputy director supervising the project.
- Contributed chapter “Formative Research for Game Design” to book, *Learning By Playing: Video Gaming in Education*, published in 2014; invited to speak at Fordham University’s game-based learning conference in 2010.

### **Project Manager/Outreach Specialist | 2006 – 2010**

Tiltfactor Lab | New York, NY/Hanover, NH

- Contributed to design, development, and testing of digital and urban games as part of National Science Foundation-funded eight-year research project; Led development of game literacy tool

### **Program Associate | 2007 – 2008**

Global Kids | New York, NY

- Co-designed and led after-school program using game-based learning to help 30 teenage participants learn about global issues while practicing STEM and collaboration skills; managed design and development of online educational game selected as finalist for 2009 Knight News Game Award and funded by the AMD Foundation.

### **Other Information**

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- Volunteer and board member for United Rocks, a non-profit promoting physical, mental and social skills through the sport of rock climbing for people with intellectual and developmental disabilities
- Performed research, interviewed sources, and wrote and edited news stories for *The Village Voice* and *The Hunts Point Express*.
- Led weekly creative writing and discussion workshop as volunteer program facilitator with Bowery Residents’ Committee, New York City homeless services nonprofit.
- Co-hosted weekly culture, news, and interview radio show/podcast with global audience on WFMU.
- Submitted dozens of mountains via difficult rock, ice, and mixed routes in four countries, and survived many more beautiful failures as committed big wall climber and alpinist.

### **Education**

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**Bachelor of Arts** — Magna Cum Laude, The Communication of Political Economy | 2009

The City University of New York | New York, NY