Dong Liang

Learning Technologiest/Instructional Designer/ Elearning Developer

SUMMARY OF QUALIFICATIONS

- 12+ years of experience in teaching, training, and learning design, with a strong track record of developing and delivering effective curricula for diverse subjects, including technical domains such as software development, web technologies, and introductory data science.
- Expert understanding of instructional design theories and educational technologies, and their application to complex technical training needs.
- Demonstrative proficiency of eLearning dev tools such as Storyline, Camtasia, and many others.
- Exceptional communication skills in both oral and written form, including the ability to collaborate effectively with subject matter experts (SMEs) in technical fields.
- Strong project management skills with expert knowledge in both Agile and predictive methodologies.

PROFESSIONAL EXPERIENCE

Lead Instructional Designer/ Instructor | University IT, Stanford University

Nov 2017– Now | Palo Alto, CA

- Made a comprehensive self-paced course Unboxing AI, covering the fundamental concepts of large language models and their applications.
- Taught in person sessions regarding prompt engineering and the use of AI in various industries.
- Made a full stack app that allow learners to access different models, upload pdfs or images for analysis, and generate images in the artifact or canvas mode.
- Incorporated chatbot in elearning development workflow, allowing learners to dynamically interact with the course content without leaving a course. Deployed AI assistant in support of organizational knowledge.
- Taught in person classes on the use of collaborative VR in workspace.
- Coordinated custom VR application development for collaborative work.
- Designed and implemented in-house VR lab (HP reverb, Quest 2, 3, pro, Pico Ultra Enterprise).
- Worked with SMEs from various Stanford departments and schools to design and develop eLearning solutions for diverse subjects, such as enterprise technology, business management, higher-ed pedagogy, healthcare, financial management, event planning and environmental studies.
- Conducted need assessments to determine learning goals for professional development for Stanford staff, and developed customized training programs to meet their specific needs.
- Led and mentored a team of instructional designers and graphic designers, providing direction and support to achieve project goals, overseeing their work and ensuring high-quality deliverables.

Instructional Designer/Academic Technology Specialist | School of Medicine, Stanford University

May 2017– Oct 2017 | Palo Alto, CA

- Collaborated with Stanford professors to migrate a year-long anesthesia resident training program to a mobile platform and facilitated training by deploying and managing mobile learning hardware.
- Designed and conducted usability testing for mobile app storyboards and prototypes and developed an online course on 3D printing and biofabrication for Stanford's MOOC platform.
- Analyzed learning assessment strategies and created report dashboard design documentation, as well as conducted content audit and strategy analysis for department resource website.
- Managed medical lecture recording and online video platform Panopto, while also developing learning plans, organizing content, and designing user experience for medical residents nationwide.

Instructor | Department of Computer Science, San Jose State University

Jan 2016– May 2017 | San Jose, CA

- Designed and taught courses on UI/UX Design (graduate level) that includes the theories/histories of UX design and industrial practices such as ideation, need assessment, iterative and user-centered design, low-fi & hi-fi prototyping, usability testing, UX research methodologies. Guided student projects (mobile app design) using tools such as Marvel, Atomic, Principle, Origami, Framer
- Design and taught a course on Computational Media (college level): topics include as interactive fiction, chatbot, electronic literature, generative art, interactive games, database narrative, game AI, virtual worlds, machinima, VR & AR.

Instructor | Department of Film/TV, De Anza College

Jan 2016 – June 2016 | Cupertino, CA

Instructor/Curriculum Developer | Happy Coding Academy & Discovery Charter School

Sep 2015– May 2017 | Fremont/ San Jose, CA

Instructor/Researcher |Department of Cinema & Media Studies, University of Chicago

Jan 2011 – Mar 2015 | Chicago, IL

CERTIFICATIONS

Project Management Professional (PMP), PMI Agile Certified Practioner (PMI-ACP), Professional Scrum Master I (PSM-I)

EDUCATION

Ph.D. in Cinema & Media Studies|**University of Chicago** |Chicago, IL

B.Sc. in Computer Science & Engineering | **Xian Jiaotong University** | Xian, China