

PROFILE Web professional with over fifteen years of experience in web development and team leadership, focused on teaching and learning technology solutions in the higher education space.

CAREER HISTORY **Principal Online Instructional Developer | 2014 – present**

Indiana University – eLearning Design and Services, UITS

Currently serving as team lead and principal developer for the eLearning Design and Services (eDS) Web Team. Our portfolio of development projects and supported platforms encompass various mission critical facets of teaching and learning technology at Indiana University. Responsibilities include:

As developer:

- Design, develop, and deploy **web applications** as stand-alone solutions, and/or **LTI-integrated tools** within the Canvas LMS.
- Work closely with IU faculty and instructional design colleagues to create engaging, interactive **instructional course content and multimedia**.
- **Canvas LMS theme development** and maintenance, including extensive JavaScript and CSS customization.
- **Canvas Catalog** extensions and add-on solutions, requiring deep knowledge of its functionality vis-à-vis IU's use-cases and business requirements.
- **Identify gaps** in vended products; work with vendors to advocate for native solutions, and develop custom tools, integrations, and extensions to cover functional gaps where necessary.
- Leverage the **web APIs** of various learning tech and cloud platforms to develop custom solutions and integrations (Canvas, Catalog, Google Workspace, Qualtrics, Denodo, etc.).
- **Manage several website properties**, including content management/sourcing and usage analytics.

As team lead:

- **Strategic leadership** in the assessment of team priorities, direction of resources, and execution of projects.
- **Project management**, including requirement analysis, time estimation, establishing milestones for deliverables, deployment strategy, and maintenance planning.
- Communicate with partners, both internal and external (Unizin, IMS Global, Canvas/Catalog Community), to **foster relationships** and seek collaborative opportunities for effective solutions.
- **Personnel management**, including overseeing the hiring of team positions and career planning.

Lead Web Developer | March 2010 – 2014

Indiana University – HELPnet Web Services, UITS

Led institutional web development projects including departmental websites, content management solutions, and database-driven web applications specializing in front-end and LAMP stack development.

- Responsible for multiple clients and coding projects every day, effective multitasking.
- Supervise website implementations and migrations, content management strategy and development.
- Project management, documenting specifications and functional requirements, writing proposals.
- Proficient at inheriting codebases and finding, documenting, and fixing their bugs.

Web Developer | 2003 – 2010

Indiana University – Media Design & Production, UITS

In this role, I led the web development efforts of various instructional and institutional projects including online courseware, departmental websites, and database-driven web applications.

Adjunct Faculty | 2005 – 2019

Department of Music and Arts Technology at IUPUI

Instructor for graduate course entitled Digital Sound Design for Multimedia (I and II) where students learn tools and techniques for effective sound design for video, games, and other multimedia applications.

TEACHING AND LEARNING TECH & PLATFORMS

Learning Management

- **Canvas**
Deep knowledge of the Canvas ecosystem and the use of its API for platform integration, custom functionality development, and data retrieval.
- **Canvas Catalog**
Extensive customization of the core Catalog experience to meet IU's functional needs, and custom application development to add further functionality.

Standards

- LTI
- Caliper
- Common Cartridge

Cloud/Integrations

- Google Workspace
- Google Cloud Platform
- AWS

Publishing

- Cascade Server
- WordPress
- Pressbooks

Data/Analytics

- Denodo
- Qualtrics
- Google Analytics
- Intermediate knowledge of institutional data sources such as UDW/UDP and Canvas Data

Consortiums and Communities

- Unizin
- IMS Global
- Canvas/Catalog Community
- Catalog Users Group

WEBDEV TECH

Front-end

- Advanced HTML5/CSS3 techniques
- Responsive, mobile-first frameworks such as Bootstrap and Rivet
- JavaScript and its associated libraries and frameworks, such as jQuery, Vue.js, etc.
- Dependency management with NPM, Webpack, Gulp, etc.
- Solid UX principals, including universal design and accessibility guidelines

Back-end

- PHP, Laravel MVC Framework
- Dependency management with Composer
- Database design and entity relationship modeling
- Authentication mechanisms such as OAuth 2, SAML, and OIDC

Deployment

- LAMP stack deployment
- Containerized deployment
- Intermediate knowledge of application deployment on AWS infrastructure

Online Presence

- Search engine optimization
- Analytics and goal tracking
- Mobile device optimization

Multimedia/Graphics

- Adobe Creative Cloud
- Construct 2/3

Project Management

- Jira
- Airtable
- Miro
- Trello

EDUCATION

Master of Science in Music Technology | May 2003

Extensive coursework in web programming, instructional design, and multimedia authoring. Indiana University School of Music at Indianapolis (IUPUI)

Bachelor of Arts in Music (Piano Concentration) | August 2000

University of Cincinnati College-Conservatory of Music

Scrum Alliance - Certified Scrum Master Training | April 2014

The Braintrust Consulting Group

IT Leadership Boot Camp | July 2015

Indiana University – University Information Technology Services

REFERENCES

Available upon request.