JACLYN WICKHAM

(602) 284-8610 | jaclynwickham@nyu.edu | Brooklyn, NY 11201 | www.jaclynwickham.com

EXPERIENCE

Instructional Designer and Lead Technology Instructor, *Tech Kids Unlimited*   July 2016-Present
- Designed project-based learning curriculum to teach 21st century skills to students with special needs, including Computer Science, virtual reality (VR) production, design thinking, and the UX design process.
- Developed curriculum in collaboration with the New York Transit Museum and Tech Kids Unlimited to teach students how to produce and edit virtual reality (VR) content and develop a VR app for Google Cardboard.

Experience Designer and Developer, *NYU ITP Graduate Thesis*   January 2015 – Present
- Designed and developed a virtual reality (VR) app for Google Cardboard to provide students on the autism spectrum the opportunity to take virtual trips to community places to develop independent living skills.
- Involved over 35 stakeholders in the design process, including occupational therapists, educators, parents, research experts, and students.
- Obtained approval from an Institutional Review Board (IRB) for a formative usability evaluation at Manhattan Children's Center. Developed testing protocols, scripts, focus groups, and contextual interviews.
- Conducted usability testing with students with Autism Spectrum Disorders (ASD). 100% of students who tested the VR experience expressed positive feedback.

Pedagogical Web Content Developer, *NYC Department of Education*   June 2015 – August 2015
- Consulted with the iPD team to help develop online coursework, instructional resources, and blended learning opportunities to support leadership, effective teaching practices, and improved student results.

Curriculum Specialist, *Teq*   June 2014 – August 2014
- Collaboratively designed the information architecture, interaction systems, and courseware for the Teq Online Professional Development platform (named a 2015 finalist by EdTech Digest Awards for Best Professional Development Solution).
- Developed eLearning curriculum for self-paced and synchronous web-based learning modules and delivered a series of live web-based courses to a national audience of K-12 educators.

Instructional Technology Specialist, *Teq*   December 2012 – May 2014
- Provided professional development in over 50 schools in NYC and schools across the nation to help educators implement and sustain successful adoptions of instructional technology.
- Modeled instructional best practices, and coached teachers on how to integrate technology into their curriculum, instruction, and assessment practices.
- Presented at technology leadership conferences on a variety of EdTech topics.

Elementary Teacher, *Alhambra Elementary School District*   August 2008 – May 2012
- Taught a diverse range of learners at a high-needs, Title I urban school and served as grade-level team leader and mentor to new teachers.
- Named one of the district's "Brightest and Best" when my students exceeded district achievement goals in 2011, achieving among the top test scores in the state (100% of 30 students passed the state assessments, with 66% exceeding the standards in Math, and 56% exceeding in Reading).

EDUCATION

New York University, Interactive Telecommunications Program (ITP)   August 2014 – May 2016
M.P.S., Interactive Telecommunications (Human-Computer Interaction)

University of Arizona   August 2003 – December 2007
B.A., Elementary Education, Summa Cum Laude