

(Quick Version):

Hi! I am a passionate prior-educator looking for a position in software development! My dreams are to see technology used for educational access to all that is differentiated and accessible by any type of learner. I believe that tech is the future of the educational world, we just need to continue to look outside the box. I draw motivation and inspiration from amazing Ed Tech companies like IXL Blackboard, Khan Academy, and LiveLab!

(Interview Question Version)

Educator for a long time, realized there were issues that went beyond a single campus, it was national, heck it was global. Learning has changed, it is now about actual access for answers/skills/reference/KNOWLEDGE. The first thing I figured out was how to teach TO ALL; this lead me on steep learning curves in Powerpoint animations/Flipped Classrooms as well as the Psychology behind learning; Then I recognized these were issues across contents, across campuses, across districts, across states, and across countries: LEARNING IS HARD - But with technology we have this amazing and unique opportunity to create out of the box solutions for education access for all. Any age group; any learning method; any accessibility issue; So I began small scale coding like making a website of resources for my students and eventually building a super-basic Harry Potter points counter using Google Sheets basic coding.

(Feedback I got from Above)

- More specific about the education issues and the solutions have
- Passionate
- "I would have created this company if I didn't see it exists"
- Treat it like it doesn't matter - that level of self-confidence
- Good story arc
- Passion through body language and eye contact :)
- Loved the way you tied in how math is perceived in relation to others "the myth behind math is hard or girls don't do math or we just aren't good at math, my family isn't good at math"
 - Story is relatable and true

(Rewrite Brainstorm)

- Long time educator
- Noticed there were some pretty large learning gaps (calculus students who couldn't add/subtract negative numbers, multiple/exponentiate)
- Focused on "HOW CAN I HELP THEM OVERCOME"
 - This lead me to revisit the psychology behind how we learn, from childhood and as adults
 - This also lead me on a pedagogical understanding of the "flipped classroom"

- Which lead me to writing a curriculum using the software I had access to AND becoming a master at using those softwares for the purpose of my classroom
 - Example: Master PowerPoint user/ animator
 - Example: Google Sheets Harry Potter Points Calculator
- While I was teaching, I also attended various educational conferences and realized, this issue (the gaps in math retention) were not solely in my district or demographic; they were on the national level - no matter the demographic
 - This means it wasn't JUST the academic achievement gap (typically associated with socio-economic status)
 - I would hear constant complaints about the students - "They just can't.... They can't even..."
- This means that the retention and the uses of learning mathematics were nullified - these students had not accessed the skills that come from learning math - such as critical thinking, problem solving, and sequential systeming
 - Of course they can't learn - the soft skills were not emphasized - the ability to think for oneself was mishandled year after year
- This led me to an Ah-Hah moment: Learning has changed, it is now about actual access for answers/skills/reference/KNOWLEDGE
 - It isn't about grades or scores
 - It isn't about the content
 - It is simply about presenting the information in a way that is engaging and pushes for all levels of rigor, including self-learning!
- So... The big takeaway is that LEARNING IS HARD. It always has been. However, We live in the 21st century - with technology we have this amazing and unique opportunity to create out of the box solutions for education access for all. For age group; any learning method; any accessibility issue
- I learned what I could and applied it to my classrooms and I saw success - the highest number of AP Calculus qualifying scores that my district had ever seen!
- But I realized I had met my limits - I saw all these amazing companies, like LiveLab (who created an entire immersive RPG that teaches AP Art History and the first big idea in AP Calculus BC) and IXL (who focuses on game-based learning). My dreams for education technology are big - if IXL wasn't already established and amazing, that is the type of company I would eventually have created. This is no longer a passion, but a driving force.
- Even with all my strong ambitions, my current role in the development world is to learn and grow! I want to understand as much as I can and drink from the fountain of coding knowledge.