

LINDA VIGDOR

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INSTRUCTIONAL DESIGNER

Experienced instructional designer with a deep understanding of adult learners, how people learn with technology, and how to integrate multiple paths to learning in a course design

- Created instructional designs for courses and professional development workshops
- Expert in adult learning theory, instructional design, & using technologies to support learning
- Designed and taught blended and online university courses for educators and HR professionals
- Identified and aligned course objectives with instructional content and pedagogical approaches
- Supported multiple learning paths by integrating behaviorist, social constructivist, cognitivist, and discovery or project-based learning activities
- Skilled at integrating visual, text, and audio components to support multiple learning modes
- Devised clear rubrics for formative and summative assessments

Give shape to ideas and context to content:

**Create learning environments that reflect the constructed, interactive, & social nature of learning
Design multiple authentic opportunities for learners to demonstrate their learning and new skills**

SKILLS & COMPETENCIES

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| <ul style="list-style-type: none">• Aligning adult learning theory, models, & instructional objectives• Storyboarding connections between course content, learning objectives, learning design models, and projected outcomes• Consulting with subject matter experts and building courses around complex ideas and information• Designing synchronous and asynchronous eLearning• Using agile design methods• Managing multiple priorities, projects, and relationships | <ul style="list-style-type: none">• Copywriting and editing• Graphic design• Project and data management• MS Office, Google Docs, Adobe Acrobat• Photoshop, Illustrator, Captivate, and other design tools• Learning management systems, Elluminate, & Wordpress• Program evaluation |
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EXPERIENCE: INSTRUCTIONAL DESIGN & TEACHING

University of Illinois at Urbana-Champaign

2011–2013

Learning designer, grant writer, and evaluator

National Center for Supercomputing Applications

- **Collaborated with subject matter experts**, faculty, institute directors, and government technology officials to design curricula for grant funded, professional development workshops for American and Central American educators and researchers
- **Storyboarded learning designs**; workshop content; and opportunities for interactive, social, and collaborative learning
- **Conducted needs assessments, background and curricular research**, and wrote learning focused grant proposals for interdisciplinary initiatives
- **Created logic models and evaluation plans** to articulate learning goals and outcomes
- **Presented workshop designs** to interdisciplinary and international stakeholders for feedback
- **Conducted formative and summative evaluations** that were recognized for their high quality and thoroughness

York College, CUNY, Jamaica, NY

2013

Adjunct assistant professor

- **Taught** courses on using computer technologies and digital media for learning
- **Harnessed Web 2.0 tools** as well as desktop and cloud software
- Taught students how to teach effectively using multimedia technologies and to **connect learning objectives, learning models, and educational technologies**
- Demonstrated how to use an array of software and hardware tools
- **Created course designs, materials, and assessed student learning**
- **Used agile design** to revise courses on-the-fly and address gaps in student understanding
- Delivered courses using Blackboard and Wordpress, as well as face-to-face instruction
- **Designed detailed rubrics** to assess and communicate student learning and outcomes

University of Illinois at Urbana-Champaign

2010–2011

Adjunct assistant professor

- **Designed courses** for adult learners
- Incorporated **social constructivist, inquiry, and behaviorist elements**
- Taught human resource and education professionals
- Helped students design final **projects that addressed real-world problems and that would add value to their professional activities**
- Provided in-depth **instruction on adult learning theory and educational technologies**
- **Storyboarded all content** for courses delivered via Moodle and Elluminate
- **Created syllabi, course materials, authentic assignments, and rubrics**
- Identified and adapted **appropriate visuals to illustrate concepts** and support learning
- **Evaluated student work** and learning through authentic assessments
- Mentored students as they pursued projects that they intended to bring back to their workplaces

University of Illinois at Urbana-Champaign

2005–2010

Writing tutor, Writers Workshop at the Center for Writing Studies

- Tutored hundreds of graduate and undergraduate students in writing and critical thinking
- Received 90% excellent or very good evaluations from students
- **Designed and facilitated instructional workshops** to serve international students

University of Illinois at Urbana-Champaign

2006–2009

Instructor, College of Education

- **Created course designs** to teach discussion sessions of a required lecture course
- **Designed 70+ weekly lesson plans and activities**
- **Incorporated an agile design approach** to revise courses using data from student evaluations
- **Supported constructivist, social, inquiry, and behaviorist learning**
- **Used technologies such as video, blogs, graphic organizers, and PowerPoint** to deliver information and provide multiple paths to learning

Teachers College, Columbia University, New York, NY

2002–2003

Graduate Research Assistant

- Successfully completed two semesters of **graduate coursework in instructional design**
- **Created several instructional design projects** based on various instructional design models
- Collaborated on research and design of a learning game using 3D virtual worlds and avatars

Whoola, Inc., Plano, TX

2000–2001

Educational Game Designer and Project Leader

- **Designed educational content and gameplay** for a 3D massively multi-player online game to teach chemistry in a “gender friendly” environment
- **Collaborated** with subject expert, game designers, artists, and programmers
- **Storyboarded** 14 game levels, 25 learning games, and branched avatar/player interactions
- **Created** 3D interactive environments (using 3D Studio Max and VRML)
- Mentored design and production team in **agile design approach**
- Managed creative and programming team and **successfully met investor deadlines**

ADDITIONAL EXPERIENCE

MacArthur Foundation Digital Media & Learning Initiative Research Group 2012–2013
Digital media learning researcher (\$1000 sub-award)

- Examined how social media are being used by artists looking for critical feedback on their work and the untapped learning potential of commenting and liking technologies
- Wrote chapter for edited book, *Online Evaluation of Creativity and the Arts*, being published by Routledge Press (2015)

University of Arizona, Tucson, AZ 2010–2011
Research associate

- Conducted an institutional ethnography; **shadowed and interviewed** a team of scientific visualization artists and programmers over nine months
- **Gathered, managed, and analyzed complex data; wrote reports; and gave presentations**

Freelance designer and artist 1990–present
Visual interpretations of abstract concepts and information

- *Costume design*
 - **Analyzed scripts** and characters to create historical, fantasy, and contemporary costumes for over 50 productions
 - **Collaborated** with directors, producers, actors, and production staff
 - **Managed** costume shops, including staff, resources, budgets, and schedules
 - Noted for respecting and mentoring staff and delivering quality products on time and within budget
- *Computer graphics*: **created 2D / 3D graphics** and animations
- *Sculpture and mixed media*: exhibited artist; most recently, a solo show of sculpture, drawing, and painting (2014)

EDUCATION

PhD, educational psychology, University of Illinois at Urbana-Champaign, 2010
 Graduate study, instructional design, Teachers College, Columbia University, 2002–2003
 MFA, fine arts and computer graphics, School of Visual Arts; New York, NY
 Pratt Institute, Professional Studies (computer graphics and animation), New York, NY
 BS, University of Connecticut, Storrs