





AMOS GLENN

INSTRUCTIONAL DESIGNER



WHO I AM

I am an instructional designer bent on improving learning in all its aspects. For over 20 years I have been solving problems by combining the [science of learning](#) with [design-thinking](#) to produce measurable learning outcomes—a process coming to be known as [learning engineering](#). My designs look to push the boundaries of what learners and instructor expect, building new technological tools when necessary.

-  330 Parkside Ave. Pgh., PA 15228
-  amos@amosglenn.com
-  412-999-4930
-  amosglenn.com

EXPERIENCE

Instructional Designer [University of Pittsburgh School of Medicine](#)

2016 - current

- work with physicians and other SMEs to design instructional experiences
- engineered a new biostatistics course from the ground up for a new online certificate program in clinical research
- supported instructors moving from classroom/flipped courses to online
- designed and built new instructional tools to solve problems specific to medical education

Learning Engineer [Carnegie Mellon University](#)

2012 - 2016

- designed and built 12 new interaction models to address problem areas in a course
- presented research analyses to instructors to improve courses
- organized diverse group into meet milestones with project management techniques and clear avenues of communication
- innovated computer-mediated testing methods for research

Instructional Designer [Snapology](#)

2010 - 2012

- developed curriculum coupled with custom LEGO models to teach STEM principles to K-12 students
- saw company expand from 1 to 3 locations (now over 30)

Principal [Pittsburgh New Church School](#)

2000 - 2010

- controlled annual budget of \$500,000 and raised \$1M in grants
- member of Educational Leadership Team for national organization

QUALIFICATIONS

- [20 years](#) of experience with instructional programs
- 13 years supervising employees
- 10 years curriculum development
- 9 years of educational R&D
- 4 years intelligent and interactive learning tools

EDUCATION

- Duquesne University, 2015
[Doctor of Education](#)
Instructional Design and Technology

SKILLS

Technical

- Writing and communication
- Graphic design
- Adobe Creative Cloud suite
- Adobe Captivate
- Web development and coding
- Project management
- Game design
- Research and data analysis

Personal

- Learning quickly
- Teamwork and collaboration
- Creativity
- Organization