JULIA E. THOMPSON

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EDUCATION

Master of Arts in Educational Innovation, Technology, and Entrepreneurship
The University of North Carolina at Chapel Hill, Chapel Hill, NC

Bachelor of Science in Elementary–Middle Education
University of New England, Biddeford, ME

WORK EXPERIENCE

Artificial Intelligence Instructional Designer I *University of North Carolina – Chapel Hill* **I** *Chapel Hill, NC* July. 2023 – Present
- Design and organize TarHeels.live, incorporating instructional materials using web-based design principles with HTML/CSS
- Collaborate closely with faculty members to enhance learning outcomes and align objectives with instructional content
- Proficient in designing, implementing, and assessing instructional strategies for distance-based learning contexts

Innovation Intern I *UNC Blue Sky Innovations* **I** *Chapel Hill, NC* Jan. 2023 – May 2023
- Project managed and set expectations to ensure timely turnaround of deliverables
- Collaborated with team to prototype augmented reality to enhance user experiences for NFL stadium
- Supported SMEs and peers in user experiences in instructional design, content management, and software and media tools

Instructional Design Intern I *Kenan–Flagler Business School* **I** *Chapel Hill, NC* Aug. 2022 – May 2023
- Designed layout of Canvas LMS for MBA courses in Operations, Strategic Cost Analysis, and Performance Management
- Edited and embedded instructor videos using Panopto, Adobe Premiere Pro, and Camtasia
- Generated learning guides for online MBA courses

Teacher I *Winthrop Public Schools* **I** *Winthrop, ME* Jun. 2019 – Jun. 2022
- Generated high-quality materials including eLearning, participant guides, and worksheets in alignment with state standards
- Diagnosed learning needs, empathized, and designed effective learning solutions (classroom, eLearning, video, etc.) to meet the learners' needs
- Developed and provided professional development discussing emerging technologies

Camp Director I *Yarmouth Community Services* **I** *Yarmouth, ME* Jun. 2018 – Jul. 2020
- Identified and developed new procedures and techniques to improve training and operational effectiveness
- Managed multiple projects and collaborated with stakeholders to meet business needs
- Developed and facilitated Counselor-In-Training (C.I.T.) program

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RELEVANT PROJECTS

MEITE Makerspace Makeover Jan. 2023 – Present
- Develop signage and curriculum for a new makerspace at the Ronald McDonald House of Chapel Hill
- Collaborate with varying teams to promote and build an effective learning environment
- Interview SMEs to collect data on needs across multiple cross-functional teams

cARds Jan. 2023 – May 2023
- Prototyped augmented reality to improve user experience throughout NFL stadium
- Project managed and set expectations to meet deadlines
- Researched and analyzed data on user experience and develop solutions for improvement

Coffee with Compassion Jan. 2023 – May 2023
- Collaborated with SMEs on educator self-compassion and mindfulness to improve learning outcomes
- Wireframed and prototyped an app to educate teachers on self-compassion and mindfulness
- Analyzed data on user experience to develop solutions for improvement

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SKILLS

Communication I Time Management I Collaboration I ADDIE I Adult Learning Theory I Storyboarding I H5P I Learning Management Systems I Wireframing I Articulate Storyline I Adobe Captivate I HTML/CSS I Microsoft Office Suite I Design Thinking I E-Learning I Needs Assessment I Course Design I Quality Matters I Camtasia I Canva I Canvas I Sakai I MacBook I Presentations