

CHRISTINE WHITLOCK

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WRITING, LEARNING DESIGN, AND TEACHING EXPERIENCE

Whitlock Editing

Somerville, MA (remote)

Editor and Writer

January 2018 – Present

Whitlock Editing is an editing company with expertise in editing research papers in the field of education

- Editing pre-submission journal and conference papers, book chapters on educational topics for grammar, spelling, clarity, sense, and APA formatting for educational research scientists
- Editing dissertations and theses for grammar, spelling, clarity, sense, and APA formatting
- Assisting with preparing grants and editing reports for foundations, including approved grants at the National Science Foundation; editing for grammar, spelling, clarity, and APA formatting; writing sections based on provided documentation to match required formatting standards
- Editing website copy and educator resources

Woobo, Inc.

Cambridge, MA

Learning Designer/Content Developer

October 2017 – April 2019

Woobo is an AI startup that creates educational smart toy robots as learning companions for kids 4-8

- Wrote stories and games to promote social-emotional learning, STEAM, and exploration content
- Managed production of stories and games including approving art and animations; researching and licensing photos; selecting voice actors, sound effects and music; light editing of audio files; uploading assets to Amazon Web Services; coding into backend servers; and quality assurance testing
- Managed and mentored intern in researching and creating content based on curricular goals
- Designed templates and tutorials for third-party content creators to write content
- Ideated and pitched educational games, stories, and activities, including on-screen and offline components to build Woobo content library to align with Woobo branding, including approved curriculum-based content package
- Wrote before, during, and after reading questions for stories to model good reading practices
- Researched educational theories, practices, and child development to guide content creation; synthesized research and wrote blog posts for parent audience

Harvard Graduate School of Education

Cambridge, MA

Teaching Fellow, HT500 Growing Up in a Media World

Fall 2018

HT500 is a graduate-level education course on how media influence and educate children and young people

- Led weekly discussion section for graduate students on topics including diversity in television; how television, games, and other media influence informal learning; and how children and young people use media
- Graded papers including original research papers, literature reviews, media proposals, and curricula
- Supported and mentored students both for career opportunities and for academic growth;
- Brainstormed classroom activities with teaching team and implemented in section and lecture

Teaching Systems Lab, MIT

Cambridge, MA

Learning Designer

2017

TSL is a research lab that creates safe, playful practice spaces for teachers to improve their teaching

- Co-authored paper; transcribed and coded playtest data in Dedoose; conducted interrater reliability testing
- Created curricular guide for public-facing, quality educator resources for implementing game-based learning, including rewriting materials to make user-friendly, audience-appropriate lesson plans
- Designed competency-based curriculum for STEM teacher candidates in partnership with Woodrow Wilson Academy of Teaching and Learning, working with faculty, directors, Design Fellow interns, and TSL staff
- Brainstormed, prototyped, tested, and iterated learning experiences in rapid design cycles, emphasizing personalized learning, outcome-based learning, technology integration, and cognitive science principles
- Mentored Design Fellows during eight-week design cycles in learning design, including modeling design practices, research techniques, and creating learning experiences for teacher candidates
- Facilitated play tests of educational games and simulations for game-based learning and assessment to inform iterative cycle and conduct design-based research; analyzed feedback for iteration
- Researched current teacher practices including interviews with current teachers to inform curriculum design

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Bespoke Group Kyoto, Japan (remote)
English Language Consultant 2017

Bespoke creates engaging study materials for Japanese English Language Learners for high school students

- Wrote and developed engaging cloze tests and passages with accompanying questions for science and history topics aligned to CEFR standards for beginning English language learners at Japanese education company

Harvard Graduate School of Education Cambridge, MA
Learning Design and Evaluation Projects 2016 – 2017

- Storyexplorer.net: Coded prototype in HTML, CSS, JavaScript, Twine for interactive app for early readers to improve literacy, executive function skills, social-emotional learning; created art assets in Illustrator, Photoshop
- Learning Games: Co-designed prototypes for games to teach middle school science and math topics aligned to Common Core and Next Gen Science Standards, utilized paper prototyping and digital prototyping with Balsamiq
- Dominion Unit Plan: Co-wrote AP Economics curriculum using the game *Dominion* to teach math and economics
- Rebrickulus: Designed prototype for LEGO® brick-based game to foster divergent thinking, innovation, creativity
- Observing with NASA: Co-wrote and presented formative evaluation report for Harvard-Smithsonian Center for Astrophysics to improve video tutorials: edited report; created, implemented, and analyzed survey results
- Mondo: Co-developed proposal for a social networking site with local community partnerships, designed to foster global citizenship and cross-cultural connections among teens over shared interests; co-wrote and edited paper

Synapse Firing Squad Boston, MA
Co-founder, writer, designer 2008 – 2013

Synapse Firing Squad was an independent digital and tabletop game studio and startup

- Organized play-testing meetups, iterated designs, and refined gameplay
- Wrote dialogue for *Frankenfriend*, a finalist for the JaysGames “Casual Gameplay Design Competition 9”

PROJECT MANAGEMENT EXPERIENCE

Pearson Arts & Sciences (formerly Pearson Prentice Hall) Boston, MA
Project Manager / Content Editor 2009 – 2016

Pearson Arts & Sciences is the higher education division of Pearson, a global edtech and publishing company

- Tracked content and asset creation, coordinated cross-functional teams, managed budgets, built schedules, and led status meetings for interactive, video-based HTML5 e-courses, print textbooks, and ancillary materials
- Developed workflow for creation of interactive assets from storyboarding to bug testing
- Published Pearson Product Team of the Year 2012 first edition e-course series encompassing 300+ videos under budget; oversaw conversion of 300+ Flash files to HTML5
- Recruited reviewers, analyzed user feedback, and made recommendations to authors to improve materials

EDUCATION

Harvard Graduate School of Education May 2017

Ed.M., Technology, Innovation, and Education

- CITI Social & Behavioral Basic Course on Human Subjects Research, March 2017

Boston University May 2005

B.A., English, *cum laude*

TECHNICAL SKILLS

- Adobe XD, Sketch
- HTML, CSS, Twine, CeltX
- Photoshop, Illustrator
- Basecamp, Asana
- Dedoose
- Invision, Balsamiq
- Amazon Web Services
- Acrobat
- Trello, Github
- Canvas

EDUCATION, WRITING, AND TECHNOLOGY COURSEWORK

- Informal Learning
- Growing Up in a Media World
- Designing & Developing Games for Learning
- Innovation by Design
- Advanced Design Studio
- Intro to Screenwriting for Film and Television
- Formative Evaluation
- Screenwriting for Film and TV
- Designing for Learning by Creating
- Negotiation Workshop
- Episodic Writing for TV
- Managing Financial Resources in Nonprofit Organizations