

Andrew Landeen

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EXPERIENCE

Lead Instructional Designer

EduPolicy

April 2024 - Present, Indianapolis, Indiana

- Created interactive AI Training for faculty and students across 5 universities including Hillsborough Community College.
- Written AI training courses covering medicine, higher education, law, human resources, and admissions.
- Worked with 7 separate Subject Matter Experts ranging from a doctor (GP) to a medical device technician to various AI programmers.
- Managed multiple LMSs and implemented LTI 1.2 integration to link LMS curriculum from Moodle to Canvas to Blackboard.
- Company's Website Designer and IT Support using AWS and GoDaddy to run 2 different websites.

Instructional Designer I

Hunting Jr. College

April 2023 - April 2024, Indianapolis, Indiana

- Assisted in transitioning the college's LMS to Canvas
- Consulted with professors to create Student Learning Outcomes, Course Objectives, and Program Objectives
- Mapped existing courses to new SLOs and implemented changes in Canvas after faculty consultations
- Coordinated Bending Bars and HJC Civics course changes to ensure continuity between prison education and HJC Civics certificate programs

Instructional Designer

CERTELL

December 2019 - April 2023, Indianapolis, Indiana

- Authored World History Book, leading a team of ten to create the 2020 and 2021 Poptential World History E-book on a budget of \$120,000
- Created four books for the Bending Bars prison education program: Ethics, Civics, Literature, and Economics.
- Conceived and wrote the economics video game EconoMart, collaborating with indie developers
- Wrote and edited over 500 Mini Lessons and Bell Ringers, 300 quiz questions, and curated thousands of videos

Project Manager

Certell

May 2017 - December 2019, Indianapolis, Indiana

- Utilized AGILE standards to complete e-readers and course curricula in five different subjects
 - Managed a team of seven curriculum researchers in addition to working with three Subject Matter Experts.
 - Mapped 50 state standards and applied market research to update core e-readers
 - Developed a cost-saving system for video captioning, saving the company over \$15,000
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EDUCATION

Master of Science in Instructional Design and Technology - Adults

Purdue University • 2022 - 2023

Bachelor of Arts - Political Science

Indiana University • 2016 - 2019

- Liberal Arts and Management Program (LAMP) - Honors-level certificate program with Kelley School of Business
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SKILLS

LMS Experience: Canvas, Moodle, Brightspace

Oversaw LMS transition from Moodle to Canvas at Huntington Junior College

LTI (Learning Tools Interoperability) integration

AI in education: See portfolio

Educational game design: Economart and Colonial Merchant

Articulate Storyline

Adobe Captivate, Premier, Illustrator

Instructional Design Methodologies:

ADDIE model

Agile/SCRUM

Backwards Design

Curriculum Development: Course mapping

Learning objective creation

Assessment design