

**LAUREN ROY** | [thedelphi@gmail.com](mailto:thedelphi@gmail.com) | 571-206-7655

Educational Technology & Innovation Leadership  
McLean, VA

## **PROFESSIONAL SUMMARY**

As an Educational Technology Specialist and program leader with 11+ years of experience in independent and boarding school environments, I bring expertise in instructional technology integration, **design thinking implementation**, interdisciplinary curriculum development, faculty professional learning, and residential life leadership. I drive innovative, student-centered teaching practices and building learning communities through emerging technologies, as indicated by my experience presenting at all levels, from state and independent school conferences to faculty workshops and student-centered opportunities.

## **CORE COMPETENCIES**

- Educational Technology Integration
- Design Thinking Leadership & Facilitation
- Curriculum & Program Development
- Faculty Professional Learning & Training
- Conference & Workshop Presentation
- Gamification & Game-Based Learning
- Makerspace, Media & Experiential Learning
- Student Life & Residential Leadership
- Community Building Through Technology

## **EXPERIENCE**

### **The Madeira School — McLean, VA**

**Educational Technology Specialist** | August 2014 – Present

- Collaborates with faculty across disciplines to design and implement technology-enhanced, student-centered learning experiences.

- **Leads the introduction and adoption of design thinking as a school-wide instructional framework**, supporting faculty in shifting toward project-based and inquiry-driven pedagogy.
- Designs and facilitates faculty professional development seminars on design thinking, instructional innovation, and creative uses of technology.
- Supports innovative classroom practices including gamification, digital storytelling, and experiential humanities projects.
- Consults on creative uses of technology for school programs, admissions events, and community engagement initiatives.
- Serves as a campus leader and resource for emerging educational technologies and instructional best practices.
- Original founder and manager of the Makerspace and Fabrication Lab, and founding member of the STEAM department
- As part of a team, initiates design thinking frameworks for the entire institution, including professional development, mentoring other educators, and independent learning.

#### **Dorm Parent & Director | April 2014 – Present**

- Provides residential leadership and daily care for boarding students in a 24/7 living-learning environment.
- Supervises and supports a team of adults within the residence life program.
- Fosters a safe, inclusive, and supportive residential community focused on student wellbeing, belonging, and personal growth.
- Responds to student needs, conflicts, and emergencies with professionalism, discretion, and empathy.

#### **St. Joseph Catholic School — Stuart, FL**

##### **Interactive Technology Director | July 2011 – July 2014**

- Designed and implemented a **1:1 iPad program** for 100 middle school students.
- Developed and delivered technology training for students, faculty, and parents.

- Coordinated faculty professional development on interactive classroom technologies including SmartBoards, clickers, and tablets.
- Created and taught media production and photojournalism courses aligned with Common Core standards.
- Designed marketing and outreach materials including advertisements, flyers, and video content.

#### **Educational Assistant** | August 2010 – July 2012

- Developed multimedia instructional tools for K–8 classrooms.
- Supported classroom instruction, technology maintenance, and on-campus communications.
- Assisted teachers with classroom management and instructional technology use.

#### **Assistant Director of Extended Day** | August 2007 – June 2009

- Supported daily operations and programming for extended-day student services.

### **PRESENTATIONS**

#### **Presenter — Virginia Society for Technology in Education (VSTE)**

- Presented on **gamification of the English classroom**, demonstrating how game-based learning increases student engagement and deepens literary analysis.
- Shared practical strategies for integrating gaming platforms into humanities instruction.

#### **Presenter — Virginia Association of Independent Schools (VAIS)**

- Led sessions on **building community and instructional partnerships through gaming**, including collaboration with gaming companies to support authentic history classroom experiences.
- Explored how industry partnerships and game-based learning foster critical thinking, collaboration, and experiential learning.

## **EDUCATION**

### **Purdue University**

#### **Master of Science (M.S.), Educational, Instructional, and Curriculum Supervision**

2012 – 2013

### **Indian River State College**

#### **Teaching Certification, Education**

2010

Educator Preparedness Institute (Florida Teaching Certification)

## **PROFESSIONAL DEVELOPMENT & CERTIFICATIONS**

### **Shenandoah University**

#### **Certificate, Esports Coaching & Management**

2021 – 2022

- Coursework in esports program development, coaching methodologies, and contemporary issues in esports.
- Participated in professional learning experiences including Q&A sessions, meet-and-greets, and behind-the-scenes exposure to professional esports teams and venues.

## **ADDITIONAL LEADERSHIP & COACHING**

### **Esports Team Coach | 4 Years**

- Coached and managed a school-based esports team, emphasizing teamwork, strategy, communication, and digital citizenship.
- Built a positive team culture centered on inclusion, leadership development, and community connection.
- Integrated esports programming into broader educational and student engagement goals.

## **ADDITIONAL EXPERIENCE**

**Web Developer (Freelance)** | 2008 – 2014

- Designed and built websites tailored to client goals and branding needs.

**Creative Director** — Florida Color Printing, Inc. | 2008 – 2009

**Marketing Coordinator** — Loving Chiropractic & Wellness Center | 2007

**Community Relations Consultant** — Artistic Air Conditioning & Heating | 2008

**Assistant Camp Director** — Girl Scouts | 2010 – 2011

## **REFERENCES**

Stacy Tippens, Director of Educational Innovation – [stippens@madeira.org](mailto:stippens@madeira.org)

Desmond McGlone, Math Teacher – [dmcglone@madeira.org](mailto:dmcglone@madeira.org)

K Khozein, Computer Science, Engineering, and Robotics Teacher – [kkhozein@madeira.org](mailto:kkhozein@madeira.org)

Roselvy Flores, Associate Dean of Student Life and Culture – [rflores@madeira.org](mailto:rflores@madeira.org)