

Akaya McElveen

Instructional Designer & Technologist

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PROFESSIONAL SUMMARY

Instructional Designer and Technologist finishing a Master's in ID & Technology, currently designing and building at the intersection of learning science and AI. In practice, that means engineering custom AI agents for compliance-driven IEP workflows, producing accessible multimedia that reaches learners at scale, and applying frameworks like ADDIE, SAM, and UDL as genuine design tools rather than documentation artifacts. Interested in roles where the problems are messy, the standards matter, and there's room to build something that didn't exist before.

TECHNICAL SKILLS

Design & Theory: ADDIE, SAM, Gagné's 9 Events, Bloom's Taxonomy, Backward Design, UDL, WCAG 2.1 Accessibility

Emerging Tech: AI Prompt Engineering (Claude/GPT), LLM Context Logic, XML-tagged System Prompts, ElevenLabs, No-Code/Low-Code Technologies

Software & Tools: Articulate Storyline/Rise, Canva, Video Production, HTML5/CSS, Technical Documentation

LMS Administration: Google Classroom, Canvas, Blackboard

INSTRUCTIONAL DESIGN PROJECTS

ScaffoldSync — AI-Driven Instructional Agent | *Project Lead*

- Designed and engineered a custom AI solution using Claude and XML-tagged system prompts to automate instructional resource generation.
- Built an automated asset pipeline with conditional logic that reduced the design cycle from 45 minutes to under 30 seconds.
- Ensured compliance with state standards and federal data-tracking requirements through structured quality evaluation.

1-Hour Instructional Solution | *E-Learning Developer*

- Conducted a needs assessment and audience analysis to define performance gaps before any design decisions were made.
- Developed high-fidelity storyboards and low-fidelity mockups grounded in visual design principles and usability best practices.
- Planned and executed usability testing to collect and analyze data prior to final deployment.

PROFESSIONAL EXPERIENCE

Instructional Technologist / Special Education Teacher | *Williamsburg County School District*

Nov 2024 – Present

- Manage a portfolio of 10 compliance-driven learning programs, using systematic needs analysis to meet federal standards.
- Applied Design Thinking to design and build custom AI agents that automate IEP-aligned resource creation for diverse learners.
- Evaluate learning technology for data collection and output quality, ensuring all instructional materials meet accessibility standards.

Curriculum Designer / ELA Teacher | *Georgetown County School District*

Oct 2021 – Jun 2024

- Built a hybrid curriculum in Google Classroom using ADDIE to deliver multi-modal content to 100+ learners across varied ability levels.
- Produced a standards-aligned instructional video series using Canva and ElevenLabs that reached 3,800+ views and measurably improved learner mastery scores.
- Ran formative and summative assessments to measure media effectiveness and iterate on instructional approaches.

Technical Writer | *Zume Pizza (Remote)*

May 2017 – Aug 2017

- Translated complex software workflows into user-centered technical documentation and training materials.
- Collaborated with SMEs and end-users to verify instructional accuracy and usability across documentation.

EDUCATION

Master of Science, Instructional Design & Technology

Western Governors University

Expected Jun 2026

Graduate Certificate, Special Education

University of South Carolina- Carolina Cap Program

July 2025

Bachelor of Arts, English

Eastern Connecticut State University

May 2014