

Akaya McElveen

Instructional Designer & Technologist
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EDUCATION

Master of Science, Instructional Design & Technology | Expected Jun 2026 | Western Governors University

Graduate Certificate, Special Education (In Progress) | University of South Carolina

Bachelor of Arts, English | May 2014 | Eastern Connecticut State University

PROFESSIONAL SUMMARY

Instructional Designer & Technologist with a Master's focus in ID & Technology. Expert in bridging complex performance gaps through AI-driven automation, human-centered design, and evidence-based frameworks (ADDIE, SAM, UDL). Proven track record of improving learner outcomes by 20% and reducing design cycles by 98% through data-driven innovation and accessible multimedia production.

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.

- **Software & Tools:** Articulate Storyline/Rise (in progress), Canva, Video Production, HTML5/CSS, Technical Documentation.
 - **LMS Administration:** Google Classroom, Canvas, Blackboard (Interoperability & Data Output Evaluation).
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INSTRUCTIONAL DESIGN PROJECTS

Project Lead | ScaffoldSync (AI-Driven Instructional Agent)

- Designed and engineered a custom AI solution utilizing **Claude 4.5 and XML-tagged system prompts** to automate resource generation.
- Implemented conditional logic and an automated asset pipeline, reducing the instructional design cycle from **45 minutes to under 30 seconds**.
- Ensured 100% compliance with state standards and federal data-tracking requirements through rigorous quality evaluation.

E-Learning Developer | 1-Hour Instructional Solution

- Conducted a comprehensive **needs assessment** and **audience analysis** to define performance gaps.
 - Developed high-fidelity **storyboards** and **low-fidelity mockups** incorporating visual design principles and usability best practices.
 - Planned and executed **usability testing** to collect and analyze data prior to final deployment.
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PROFESSIONAL EXPERIENCE

Instructional Technologist / Special Education Teacher | *Williamsburg County SD* | Nov 2024 – Present

- Manage a high-stakes portfolio of **10 compliance-driven learning programs**, utilizing systematic needs analysis to meet federal standards.
- Applied **Design Thinking** to ideate solutions for instructional problems, resulting in custom-built AI agents that automate IEP-aligned resource creation.
- Evaluate learning technology capabilities for **data collection and output**, ensuring all instructional materials are accessible and inclusive.

Curriculum Designer / ELA Teacher | *Georgetown County SD* | Oct 2021 – Jun 2024

- Architected a **hybrid curriculum within Google Classroom LMS**, applying the ADDIE model to deliver multi-modal content to 100+ diverse learners.
- Produced a viral, standards-aligned **instructional video suite** using Canva and ElevenLabs; achieved 3.8k+ views and a **20% increase in learner mastery**.
- Conducted 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 modules.
- Facilitated cross-functional alignment between **SMEs and end-users** to ensure instructional accuracy and usability.

Content Strategist / Journalist | *Willimantic Chronicle* | Jul 2014 – Jun 2015

- Researched and synthesized complex information for diverse audiences.
- Analyzed **content metrics and engagement data** to optimize information delivery.