MICHAEL ANDERSON

E-SPORTS CURRICULUM DEVELOPER

CONTACT

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- San Francisco, CA

SKILLS

- Game Design
- Interdisciplinary Teaching
- Student Assessment
- Community Outreach
- Coaching
- Curriculum Innovation

LANGUAGES

- English
- Spanish
- French

EDUCATION

BACHELOR OF ARTS IN GAME DESIGN, UNIVERSITY OF DIGITAL ARTS

ACHIEVEMENTS

- Developed award-winning curriculum recognized by the National Association of Educators.
- Increased student participation in e-sports programs by 50% within two years.
- Featured speaker at the International Gaming Education Conference in 2023.

PROFILE

Dynamic E-Sports Educator with a passion for integrating gaming into educational contexts to enhance cognitive development and social interaction. Leveraging a robust background in game design and pedagogy, this professional excels in creating immersive learning experiences that engage students both academically and socially. Proven success in developing innovative teaching methodologies that utilize gaming principles to foster critical thinking and problem-solving skills.

EXPERIENCE

E-SPORTS CURRICULUM DEVELOPER

Tech Gaming Academy

2016 - Present

- Created interdisciplinary lesson plans that incorporate gaming concepts across various subjects.
- Facilitated training sessions for educators on the integration of e-sports in the classroom.
- Developed assessment tools to measure student engagement and learning outcomes.
- Collaborated with gaming professionals to create authentic learning experiences.
- Organized community outreach programs to promote e-sports literacy.
- Evaluated and revised curriculum based on student feedback and educational trends.

E-SPORTS COACH

Local High School

2014 - 2016

- Led a competitive e-sports team, developing strategies and training regimens.
- Organized interschool tournaments, fostering collaboration and sportsmanship.
- Monitored player performance and provided individualized feedback for improvement.
- Implemented team-building exercises to enhance group dynamics.
- Coordinated with parents and staff to promote student involvement in e-sports.
- Established a supportive community for students interested in gaming.