LALEH OMARAIE-HAMEDANI

LEARNING EXPERIENCE DESIGNER

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PROFESSIONAL PROFILE

I am passionate about utilizing my instructional design skills and education background to create innovative learning experiences that improve learner outcomes and inspire people to think outside the box about learning. Throughout my career, I've created in-person, hybrid, and online learning experiences for a variety of contexts and audiences, from microlearning to graduate level certificates. My design decisions are driven by data and evidence-based practice. I find great joy in creating engaging, inspiring learning experiences that will help learners achieve their goals.

CORE COMPETENCIES

- adult learning theory
- web accessibility
- Universal Design for Learning (UDL)
- competency-based education (CBE)
- eLearning design
- ADDIE
- Agile

- microlearning
- learning analytics
- curriculum development
- LMS administration
- assessment design
- Articulate Storyline
- Instructure Canvas
- Open edX
- H5P

- VoiceThread
- Vyond
- Asana
- Microsoft Office
- Microsoft Teams
- Google Workspace
- Zoom
- Panopto

PROFESSIONAL EXPERIENCE

Western Governors University | Remote   April 2024 - Present
LEARNING EXPERIENCE DESIGNER

- Lead the design and improvement of asynchronous, competency-based learning across multiple subject areas in collaboration with cross-functional teams, including SMEs, instructional technologists, multimedia developers, and content writers.
- Served as lead LxD for WGU Academy's most successful certificate launch to date (AI Skills Foundations), resulting in 167 new starts and 159 intenders in the first month since launch.
- Developed the foundational version of WGU Academy's revised design document, later adapted by leadership to inform current design processes.
- Collaborate with internal teams across WGU Academy and the broader university - including product managers, analysts, and program leadership - and external vendors to align course deliverables with institutional quality standards and learner needs.
- Translate findings from learner research, discovery, and analytics teams into actionable design strategies that improve clarity, alignment, and learner experience.
- Mentor teammates and contribute to internal process improvements by modeling best practices in accessibility, learner-centered design, and institutional documentation.
- Co-presented two distinct presentations on accessibility and AI applications in course design at the WGU Academy Summit.

Foundation for Advanced Education in the Sciences @ the NIH | Bethesda, MD (Hybrid)   January 2023 - March 2024
INSTRUCTIONAL DESIGNER

- Collaborated cross-functionally with peers to support recruitment, faculty development, and course delivery.
- Ensured accessibility across courses utilizing WCAG 2.0, including educating faculty on how and why to create accessible course content and utilize Universal Design for Learning (UDL).
- Co-developed SOPs, QA rubrics, and a refreshed faculty resource hub to streamline course development and technology troubleshooting.
- Co-taught a graduate-level asynchronous pedagogy course; designed and led faculty workshops on various topics including accessibility, teaching strategies, and assessment.

- Managed course technologies including Canvas, VoiceThread, and Panopto.
- Presented *"Developing Learner-Centered Online Courses through Innovative and Flexible Approaches to Faculty Development"* at 2023 UPCEA Annual Conference.

Inspired & Wired Music (Self-Employed) | Remote   May 2019 - Present
CURRICULUM DEVELOPER
- Design and develop research-based music education resources, including interactive digital activities and assessments.
- Lead product design, content creation, and marketing for a growing online product catalogue.
- Organize and host educational webinars alone and in collaboration with other Subject Matter Experts using Zoom.
- Manage contractors and drive product strategy using Trello and Airtable.
- Maintain Wordpress site, social media accounts, customer email list, and digital product listings across online marketplaces.

Fairfax County Public Schools | Fairfax, VA   August 2018 - November 2022
EDUCATOR
- Designed and implemented evidence-based curricula for 800 learners across 7 grade levels in online and in-person modalities.
- Provided professional development to 200+ music educators district-wide on implementing technology in the classroom.
- Facilitated vertical collaborative planning meetings with educators from 8 different schools in order to align curricula from K-12.

Passion for Life, Inc. | Remote   May 2022 - August 2022
INSTRUCTIONAL DESIGN INTERN
- Developed facilitator guides, multimedia aids, and curriculum for a four-week instructor-led training.
- Delivered virtual train-the-trainer sessions for coaches using the updated training guide.
- Collaborated with cross-functional teams to provide multiple deliverables simultaneously in a fast-paced environment.

Outschool | Remote   April 2020 – May 2021
EDUCATOR
- Designed, marketed, and delivered original online courses for K–8 learners as an independent contractor.
- Adapted instruction in real time to support a wide range of learner needs, maintaining high engagement across live and asynchronous formats.
- Earned nearly 50 5-star reviews from learners and families for instructional quality and learner engagement.

VIPKid | Remote   May 2019 – May 2021
EDUCATOR
- Delivered English language instruction to students in China using VIPKid's structured curriculum.
- Selected as one of 10 educators (from 1000+ applicants) to advise headquarters on curriculum gaps and improvements.
- Communicated student progress and learning needs with stakeholders including families, regional liaisons, and VIPKid staff to support continuity of learning.

EDUCATION

George Mason University
Master of Science in Learning Design & Technology
Graduate eLearning Certificate

University of Illinois at Urbana-Champaign
Bachelor of Music Education with a Minor in German
James Scholar; Dean's List