REBECA ARENS

Learning Designer

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OBJECTIVE:

A passionate instructional designer with a strong foundation in online pedagogy and experience in creating engaging, learner-centered digital and blended learning experiences for youth and adult learners. Background as an educator in diverse, collaborative educational environments and a user-focused learning designer and developer. Currently pursuing a masters in Learning Technology and Experience Design at New York University.

CORE QUALIFICATIONS:

- **Bilingual**: fluency in Spanish and English
- **Design & Development Expertise**:
    - Course authoring tools (Articulate Storyline, Adobe Captivate)
    - Brightspace and other learning management systems
    - Figma and additional prototyping tools (Replit, Figma Make)
    - Microsoft 365, particularly PowerPoint & Power Apps
    - Canva and Adobe Photoshop, Illustrator, and InDesign
- **Learning Design & Education Experience**: Strong foundation in learning theory & online pedagogy, experience as a language educator
- **Content Creation:** Expertise in designing and developing digital learning materials
- **Collaboration & Communication**: Excellent interpersonal skills with experience working with learners & SMEs
- **Project Management**
- **User Research**: Experience with generative and evaluative user research
- **Experience with Generative AI & Machine Learning:** Familiarity with applying AI tools to support learning design and pedagogy and enhance educational experiences

EDUCATION:

Masters of Arts, Learning Technology and Experience Design
New York University (New York City, NY) | 09/2024 – present
- **Content Design & Project Manager**, *Games & Culture* | Designing Online Learning in Higher Education | Fall 2026
    - Designed & developed a 6-week online Brightspace course on the intersection of game history and culture for undergraduate students
    - Created modules, content, and multimedia learning activities and aligned them with learning pedagogies; developed formative and summative assessments to support critical thinking and engagement
    - Built a reusable course template on Brightspace using HTML, CSS, and Javascript
- **Front-End Designer & Developer**, *Pathways370* | Experience Design for AI | Spring 2025
    - Designed and developed an AI-supported web app for user-generated educational audiowalks, focusing on creating inclusive experiences for diverse audiences
    - Created a high-fidelity front-end interface and prototypes using Figma and Replit, building interactive components integrated with backend APIs to support content creation and delivery

- Conducted user interviews and usability testing to develop actionable insights
- **Project Manager & Design Lead**, *Peer Power* | UX Design | Fall 2024
  - Led end-to-end design of a peer feedback platform for students in visual creative fields, managing project timelines, tasks, documentation, and deliverables
  - Conducted user research and translating insights into high-fidelity prototypes using Figma
  - Designed interactive features to support peer learning, reflection, and user engagement
- **Project Manager & Instructional Design Lead**, *Reinvigorating Literacy* | Design Process for Learning | Spring 2025
  - Led design and development of a blended learning solution for early literacy intervention for 2nd graders, managing project timeline and website documentation
  - Developed a literacy-focused game prototype on Articulate Storyline, implementing speech-to-text APIs for real-time reading fluency evaluation
  - Aligned content with learning objectives and reading pedagogy
- **Project Manager & Design Lead**, *Peer Power* | UX Design | Fall 2024
  - Led end-to-end design of a peer feedback platform for students in visual creative fields, managing project timelines, tasks, documentation, and deliverables
  - Conducted user research and translating insights into high-fidelity prototypes using Figma
  - Designed interactive features to support peer learning, reflection, and user engagement

UX/UI Design
Career Foundry | 05/2022 – 04/2023

Bachelors of Arts, English and Hispanic Studies
College of William & Mary (Williamsburg, VA) | 08/2014 – 08/2018
- Dean's List 2015-2017
- Design Editor of Jump! Literary Magazine

WORK EXPERIENCE:

Course Development & Quality Assurance Intern | NYU Tandon Digital Learning (New York, NY)
09/2025 – present
- Redesigned and standardized online course templates for LMS-based courses.
- Migrated and adapted course content from Articulate Rise to Brightspace, enhancing structure and learner engagement
- Collaborating with instructional designers and faculty on a new course, supporting course design and build.

Learning Design Intern | Berlitz (Remote)
09/2025 – 12/2025
- Developed language learning modules in new LMS, aligning content with learner needs and platform capabilities.
- Contributed to large-scale vocabulary & grammar curriculum redesign, improving content sequencing, relevance, and instructional flow.
- Designed custom in-platform interactive functions to support the student experience and enhance engagement and outcomes, including note-taking features, knowledge check activities, and audio play buttons.

Engineering Intern | Imagine Believe Realize, LLC (Remote)
06/2024 – 07/2024, 06/2025 – 07/2025
- Developed a comprehensive employee search application using Microsoft Power Apps.
- Designed user-centered interfaces and advanced search & filtering functionalities to improve usability.
- Presented application to key stakeholders and incorporated their feedback into the iterative design and development process.

Library Assistant | Loudoun County Public Schools (Leesburg, VA)   08/2024 – 06/2025
- Collaborated with EL educators and students to design and develop instructional materials, supporting learning goals through customized resources.
- Created educational and promotional materials to support student learning and engagement with library services.
- Utilized digital tools and library management software to manage circulation desk.

Learning Designer Intern | NYU-Meyers Hartford Institute for Geriatric Nursing (Remote)
                                                                                          01/2025 – 05/2025
- Developed interactive course modules and instructional videos on Articulate Storyline for online learning.
- Edited and adapted online course scripts into visually engaging presentations for in-person delivery, ensuring alignment with learning objectives and developing activities appropriate to the format

UX Designer | Tech Fleet (Remote)   10/2024 – 12/2024
- Collaborated with cross-functional teams to design and develop an accessible, two-sided learning platform for educators and students with dyslexia.
- Created wireframes and data visualizations for an educator dashboard to support decision-making and student progress management, ensuring WCAG compliance.

UX Writer | Tech Fleet (Remote)   10/2023 – 12/2023
- Developed accessible, learner-centered content for a microlearning platform for educators focused on recognizing, addressing, and supporting dyslexic students
- Authored and adapted content for the platform that aligned with educational objectives

Native English Teacher | Yeoul Elementary School (South Korea)   02/2020 – 02/2022
- Designed and delivered curriculum and instructional materials for extracurricular learning camps and classes, incorporating multimedia and digital tools
- Adapted instruction for online and hybrid learning environments, applying student-centered teaching strategies to tailor course materials to support learning outcomes
- Coordinated with colleagues to develop customized syllabi, emphasizing effective communication and collaboration in material creation.

English Teacher & Conversational Assistant | IES Pintor Juan Lara (Spain)   10/2018 – 06/2019
- Collaborated with faculty to align English language development goals with academic content in a bilingual school setting
- Supported cross-disciplinary learning through cultural events, fostering students' presentation skills and comprehension of socio-cultural contexts.

SKILLS:

Instructional Design
Learning Theory & Pedagogy
Online & Blended Learning
Educational Content Development
LMS Management
User-Centered Design
User Research
Project Management
Team Collaboration & Communication

TOOLS:

Brightspace LMS
Articulate 360 & Storyline
HTML, CSS, JavaScript
Figma, Sketch, Adobe XD
MS 365 (Word, Excel, Power Apps)
Adobe Photoshop, Illustrator, InDesign, Captivate
Asana