



EDUCATION

Doctor of Education, September 2017

School of Education

St. John's University, Oakdale Campus

SDA Administration, December 2005

School of Professional Development

State University of New York at Stony Brook

Master of Science, August 2000

Technological Systems Management

College of Engineering and Applied Sciences

State University of New York at Stony Brook

Bachelor of Arts in History/Teaching, May 1994

D-TALE - Distributed Teacher and Leader Education

State University of New York at Stony Brook

LEADERSHIP & EDUCATIONAL ACCOMPLISHMENTS

- Pioneer in future-based thought leadership, innovation, and change
- Published author in the leadership and education space
- K-12 and Higher Education Administrator and founder of multiple educational based businesses
- Featured speaker at Google, Microsoft, Amazon, K-12, and higher education conferences
- Author and creator of multiple video series/podcasts related to leadership and education
- Highly experienced teacher at multiple universities, institutions, and organizations
- Doctoral dissertation with a focus on exploring the efficacy of the Collaborative Instructional Model connecting K-12, higher education, local and international business
- Strong presenter, collaborator, and communicator in the education and leadership space
- Holistic view of the educational system overall with a clear understanding of the interconnectedness of K-12, higher education, and the workforce
- Deep understanding of the interdependence of the K-12 education, higher education, and industry sectors
- Program development and curriculum design expert for K-12, higher education, and corporate education
- High proficiency in curriculum and program adaptation into the online space
- Real world research and analysis of organizational culture
- Development of technology implementation plans and programs for Microsoft Education and Google, professional liaison for Amazon Education
- Liaison for the US Department of Education and the Colorado Department of Higher Education
- Authored over forty higher education courses and created over forty K-12, higher education, and corporate education programs

PUBLICATIONS & GRANTS

- **The Collective Mindset**
- **As cited by the Artificial Intelligence of ChatGPT: Best practices on technology integration in higher education** – Release date 2023, SCOPE Peer Reviewed Journal
- **The Collective Mindset Handbook** – Release date 2024
- **MetaEducation** – Release date 2024
- **The Change Continuum** – Release date 2025
- **AI in Education** – Release date 2025
- **New York State Quality Remote and Hybrid Instructional Framework Grant** – team leader for creation and implementation of new framework adopted by New York State DOE
- **New York State Virtual School Guidance Handbook for Leaders** - team leader for creation and implementation of Virtual School Guidance Handbook Release date 2024

CERTIFICATIONS & ACCOLADES

- Doctor of Education
- NYS School District Administrator SDA
- NYS Secondary Education – Social Studies
- Google for Education Certified Trainer
- Microsoft Education Partner
- Google Educator Group Ambassador
- Google Showcase Program

HIGHER EDUCATION EXPERIENCE

University of Colorado Boulder

Adjunct Lecturer - Leeds School of Business, Computer Science, PostBacc, Academic Affairs, International Affairs, Continuing Education, 2019 – Present

- Adjunct Lecturer
- Curriculum and Program Development

University of Colorado Boulder

Mentor for The Center for Leadership, 2022 – Present

- Mentor students in the leadership space as part of a Center for Leadership initiative

HIGHER EDUCATION EXPERIENCE, CONTINUED

Stony Brook University

Director of Teaching and Learning with Technology, The School of Professional Development, 2001 – Present

- Heading Computer Science Certification program
- Serve as director for Educational Technology programs for ten years
- Marketing and promotion of Teaching and Learning with Technology Programs
- Wrote thirty-five courses at the undergraduate, graduate, and doctoral level for Stony Brook University and created multiple associated programs
- Correspondence with key stakeholders and partners
- Hiring, training, and supervision of faculty
- Curriculum development and maintenance of pedagogical integrity
- Oversee administrative component of CLIC, which connects the university to K-12 schools, local businesses, and large corporations
- Curriculum and course development for the School of Professional Development, The Department of Higher Education Administration, and The Department of Technology and Society
- Partnered with Google and became a showcase program for Google for Education
- Curriculum and Program Liaison for Off Shore Wind Initiative

Stony Brook University

Adjunct Lecturer, The School of Professional Development and The Department of Technology and Society, 2001 – Present

- Acclaimed Instructor for over twenty years
- Taught and wrote course curricula for multiple departments, including Technology and Society, The School of Professional Development and The Department of Higher Education Administration

Stony Brook University

Project Manager for the New York State TRLE Grant Evaluation Team, The School of Professional Development, 2019 – Present

- Project Manager for the NYS Teaching in Remote/ Hybrid Learning Environments Grant Evaluation Project
- Project Manager for the NYS Virtual School Guidance Handbook for Leaders
- Project Manager - Computer Science AGC
- Responsible for conducting, evaluating, and reflecting on research for the grant
- Development of Quality Framework for Remote/ Hybrid Learning Environments
- Development of the Virtual School Guidance Handbook for Leaders
- Guide the future landscape for Teaching in Remote/ Hybrid Learning Environments in New York State



HIGHER EDUCATION EXPERIENCE, CONTINUED

St. John's University

Department of Administrative and Instructional Leadership, Adjunct Lecturer, January 2022 – Present

- Adjunct Lecturer

University of Colorado Boulder

Technology, Cybersecurity and Policy, Scholar in Residence, Associate Director, January 2020 – September 2020

- Director of Programs and Strategy
- Curriculum and Program Development
- Partnership Development

University of Colorado at Colorado Springs

Adjunct Lecturer, School of Business, September 2019

- Adjunct Lecturer
- Curriculum and Program Development
 - Cybersecurity and Executive Training, School of Business

ENTREPRENEURIAL & CONSULTING EXPERIENCE

Leadership Redefined

Founding Partner, 2018 – present

- Focus on futures-based thought leadership implementation for K-12, higher education, and corporate education programs
- Creator, author, and contributor to the Leadership Redefined video series and podcast
- Program development and curriculum design
- Organization and program evaluation
- Culture Transformation
- Leadership and Doctoral Mentoring
- K-12, Higher Education, and Corporate Connections



ENTREPRENEURIAL & CONSULTING EXPERIENCE, CONTINUED

IntegratEdTech Professional Development

Owner and President, 2013 – Present

- Featured Presenter for Microsoft, Google, and Amazon
- Technology planning, implementation, and professional development for Microsoft, Google, Amazon, and school districts nationwide
- Curriculum and program adaptation into the online space
- Conference planning and execution for Microsoft and Google
- Professional Liaison for Amazon Education and Amazon Alexa

iGame4

Owner and President, 2009 – 2019

- Founder and president
- Development and implementation of all iGame4 curricula and in-school fitness, nutrition, and STEM programs
- Health and Nutrition program pilot with Microsoft Education
- Featured by Microsoft at ISTE Conference

CIG Research

Research Consultant, 2018 – 2020

- Qualitative research for high-profile clients such as Amazon and AARP
- Research and methodology design
- Conduct qualitative interviews
- Analysis and reporting with direct client interface

K-12 EXPERIENCE

Comsewogue School District

District Administrator for Instructional Technology, Central Administration 2014 – 2017

- Oversee Library Systems and Library Media Specialists
- Developed and sustained technology for library systems including STEAM Labs and Makerspaces
- Development and integration of CompTIA programs - IT Fundamentals+, A+, Network+, Security+
- Oversee multiple departments including CompTIA/Computer Science, Library Media Specialists, Business Department, and Career Technical Education Department
- Transformation of the learning environment through innovative technology initiatives, including a one-to-one initiative, project-based learning and a collaborative instructional model
- Collaboration with local and international businesses on curriculum and public events
- Creation of a shared community with teachers, staff, the school board, and students



K-12 EXPERIENCE, CONTINUED

- Awarded Tenure in three years for exemplary service
- K-12 instructional technology and professional development planning and integration
- Development and implementation of K-12 instructional technology programs and curriculum
- Oversee student management system and associated staff
- Responsible for educational technology and software research and acquisitions
- Submission and allocation of resources for the New York State Smart Schools Bond

Eastern Suffolk BOCES

Educational Technology Specialist, Model Schools, 2001 – 2012

- Innovative educational technology trainer in school districts throughout Long Island and New York City
- Presenter at educational technology conferences throughout Long Island and New York City

HIGHER EDUCATION COURSES AUTHORED AND/OR TAUGHT

Doctoral Level

- Leveraging Technology for Doctoral Research

Graduate Level

Computer Science

- Intro to Cybersecurity
- Cybersecurity in Data Science
- Technology, Cyber Security & Policy Seminar Series
- Communication Technology: Impact on Education, Business and Society
- Assessment of Technology in Learning Environments

Organizational Leadership

- Leading Change & Innovation
- Leadership & Organization
- Strategy & Innovation
- Becoming a Leader in the Technology Field

Higher Education Administrators

- Fundamentals of Technology in Higher Education
- Infusing Technology into Higher Education Curricula



HIGHER EDUCATION COURSES AUTHORED AND/OR TAUGHT, CONTINUED

Educational Leadership

- School Business Administration
- Educational Leadership Practice
- The Role of the Educational Technology Specialist

K-12 Administrators

- Foundations of Educational Technology for K-12 Administrators
- Educational Technology Integration for K-12 Administrators

STEAM Education

- STEAM Education: Foundations
- STEAM Education: Educational Best Practices
- STEAM Education: Curriculum Integration

Educational Technology Curriculum Design

- Foundations of Technology in Education
- Educational Technology Lesson Development
- Educational Technology Research Methodologies
- Supporting Common Core Standards Through Educational Technology

Online and Blended Learning

- The Internet, Social Networking and Collaborative Environments
- The Impact of Mobile Devices and Cloud Based Systems in Education
- Distance Learning and Virtual Environments

Google for Education

- Google for Education: Certified Educator Level 1: Foundations
- Google for Education: Certified Educator Level 2: Curriculum Integration
- Google for Education: Google Certified Trainer: Delivering Professional Development

Global Learner

- The Social and Global Impact of Technology in Education
- Empowering All Learners Through Educational Technology
- Digital Wellness and Education



HIGHER EDUCATION COURSES AUTHORED AND/OR TAUGHT, CONTINUED

Undergraduate Level

Business

- Principles of Management
- Hiring and Retaining Critical Human Resources

Technology

- The Digital Generation: Leveraging Technology to Build 21st Century Skills
- The Digital Generation: Creating a Professional Web Presence

International Affairs

- International Crime and Cyberattacks

Computer Science

- Computer Science as a Field of Study
- Intro to Artificial Intelligence
- The Impact of Blockchain in Fintech
- Managing Network Interconnections
- Professional Development in Computer Science

Non-Credit

The Power of Social Media & the Flipped Classroom

- Social Media and the Digital Classroom
- Flipped Classroom, Badges, and Gamification
- Extending Learning Beyond Classroom Walls

Technology for Administrators

- Becoming Technology Savvy for Administrators
- Social Media and Digital Footprint for Administrators
- Making Digital Connections for Administrators

INITIATIVES CREATED FOR K-12, HIGHER EDUCATION AND CORPORATE EDUCATION

- Executive Training - Cybersecurity for Educators - UCCS
- Cybersecurity MOOC - CU Boulder
- Computer Science for Educators Certification (pending)
- Computer Science as a Field of Study – CU Boulder
- Comp TIA - Comsewogue School District
- Collaborative Learning Instructional Consortium (CLIC) - Stony Brook University, K-12 Schools, Google
- Google for Education - Stony Brook University, Google
- STEAM Education - Stony Brook University
- Online and Blended Learning - Stony Brook University
- The Power of Social Media & the Flipped Classroom - Stony Brook University
- Technology for Administrators - Stony Brook University
- iGame4 Fitness - iGame4
- iGame4 STEAM – iGame4
- iGame4 Health and Nutrition - iGame4
- Minecraft Education Online Series - Microsoft Education
- Office 365 Online Series - Microsoft Education
- NYC Department of Education Office 365 Rollout - Microsoft Education
- Google for Education and Chromebook Initiative Bayport/Blue Point School District
- Google for Education and Chromebook Initiative - Comsewogue School District
- Digital Literacy Program - Comsewogue School District
- Smart Schools Initiative - Comsewogue School District
- The Collective Mindset - Leadership Redefined
- Leadership Redefined - YouTube/Podcast Series
- Leadership Redefined - The Collective Mindset
- The Education Fix - Physical, Emotional, Academic and Social Learning and Instruction
- Children First Education - YouTube/Podcast Series

References furnished upon request