

CHARLES BELINSKY

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EDUCATION

Michigan State University, East Lansing, Michigan

Masters: **Educational Technology** (2015)

Masters: **Curriculum and Teaching** (2005)

Teaching Certificate: **Computer Science, Physics, and Mathematics** (2002)

Bachelors: **Computer Engineering** (1997) and **Physics** (2001)

EXPERIENCE

Curriculum Developer/ Software Engineer (2016-present)

Quantitative Fisheries Center, Michigan State University - East Lansing, Michigan

- Creating an online graduate programming and statistics curriculum including
 - designing a curriculum template program in Desire2Learn using JavaScript and HTML5/CSS3 that allows instructors to create robust web-based lessons
 - iteratively developing and teaching an online introductory R programming class
 - integrating project-based assessment to better foster interactions between instructors and students and promote active learning
- Providing pedagogical and technological support for faculty in the development of their online and face-to-face courses
- Involved in multiple educational and technological communities including those that focus on the implementation of accessibility standards and improving user experience
- Testing, troubleshooting, and implementing multiple systems including a server to run statistical simulations, an online storefront, and the learning management system

Instructional Designer/ Software Engineer (2011-2016)

College of Education Design Studio, Michigan State University - East Lansing, Michigan

- Collaborated with faculty, staff, and graduate students on the development of the college's blended and online classes, specifically
 - designing course websites and setting up course management systems using WordPress and Desire2Learn
 - training all parties on the use and continuous development of various new technologies
 - creating and managing multimedia content including classroom videos
- Designed and implemented a synchronous hybrid classroom that integrates face-to-face students, online students, and instructors in a flexible setting, which included
 - researching and developing advanced tools, such as telepresence devices, that focus on improving the user experience of students and instructors
 - providing real-time support for both face-to-face and online participants
 - implementing assistive technology for students with special needs
- Developed and coded web-based research tools using HTML, JavaScript, PHP, and MySQL to analyze student performance and engagement in hybrid classes

EXPERIENCE (CONTINUED)

Teacher- Computer Science, Web Design, and Physical Science (2003-2011)

Port Huron Northern High School - Port Huron, Michigan

- Developed and implemented web design and programming curriculum emphasizing project-based learning and new technology standards like HTML5 and CSS3
- Designed, built, and maintained multiple computer labs, promoting user interaction at all levels of experience
- Programmed online assessment tools using PHP and AJAX used by my high school students to track and demonstrate their growth
- Trained staff and students in the use of educational software
- Created and implemented cross-curricular mathematics skill-building units

Software Engineer (1998-2000)

Motorola System Solutions Group - Scottsdale, Arizona

- Designed embedded software using C for the cryptographic engines in secured military radios to meet military secret clearance standards
- Developed software to reduce code complexity and the number of test cases
- Trained on and implemented the latest software engineering theories and models
- Collaborated with colleagues by participating in cross-functional committees to promote the integration of software and hardware modules
- Granted Department of Defense Secret clearance

Software Engineer (1996-1997)

National Superconducting Cyclotron Lab - Michigan State University

- Created software using C to communicate with and control lab hardware
- Programmed graphical user interface allowing staff to remotely run and test hardware

TECHNOLOGY SKILLS

- **Educational and Professional Software:** Desire2Learn, Angel, Moodle, Zoom, Adobe Connect, GoToMeeting, Microsoft Office, Google Apps, Adobe Captivate
- **Multimedia:** Proficient in editing audio, video, and graphics using various programs including Adobe Creative Suite
- **Programming:** Fluent in C/C++, JavaScript, HTML5, CSS3, R, jQuery, PHP, and AJAX, Responsive Web Design, and familiar with various other programming languages
- **Operating Systems:** Proficient user of Windows, Mac, Android and familiar with LINUX, Windows Server
- **Device Management:** Building, repairing, and troubleshooting computer hardware and software

VOLUNTEER EXPERIENCE

Co-Organizer: Outdoors Group (2007-2015)

Michigan Adventurers Club – <http://www.meetup.com/MI-adventurers>

- Organized over 150 events from day hikes to week-long backpacking trips
- Incorporated the group as a non-profit organization
- Oversaw daily operations and the group budget