

Tzu Hsin (Kitty) Huang

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Creative educator blending storytelling, gamification, and technology to design engaging learning experiences that spark curiosity and connection

WORK EXPERIENCE

STEM Learning Designer, SR1 (Scientific Research 1) Dec 2024 – Present

- Managed the organization's LMS and designed standards-aligned STEM curricula and digital resources.
- Led teacher training workshops in STEM and digital tools; created professional learning decks and guides.
- Produced interactive K–12 audiobooks and digital resources with bilingual and accessibility features.

Curriculum Specialist, Maydm, Inc. Jan 2024 – Sep 2024

- Developed and taught Unity game development curriculum for underrepresented youth.
- Designed lesson plans and educator resources; delivered training and integrated feedback.

Information Technology Instructor, University of Wisconsin–Madison Apr 2023 – Aug 2024

- Taught IT and digital skills using project-based learning and real-world applications.
- Authored training materials and workshops; embedded accessibility principles.

Graduate Teaching Assistant, UW–Madison School of Education Aug 2023 – Jan 2024

- Supported Curriculum & Instruction courses; aligned outcomes to standards.
- Prepared rubrics and guidance connecting theory with classroom practice.

Game Development Instructor, Maydm, Inc. Jun 2023 – Aug 2023

- Designed Unity/C# curriculum that scaffolded coding into student-created games.

Additional Experience: Preschool Teacher, Kang Chiao International School Co. (Mar 2021 – Sep 2021); Insurance Agent, Fubon Life Insurance Co., Ltd. (Dec 2021 – Feb 2023)

EDUCATION

Master of Science, Curriculum & Instruction (Digital Informal Creative Education)

University of Wisconsin–Madison

2024

AWARDS

Silv-E Award, Best Student Game (2nd Place) – DreamHack Atlanta, 2023

Gaming Against Violence Winner – Jennifer Ann's Group, 2023

SKILLS

Curriculum & Instruction	Curriculum Development, Standards Alignment, Lesson Design, Scope & Sequence, QA for Educational Content
Instruction & Training	Teacher Training, Professional Learning, Workshop Facilitation, Project-Based Learning, Game-Based Learning
Technology Tools	LMS Management, Unity, C#, Book Creator, Minecraft Education, Canva, Genially, Adobe Creative Cloud