

JEFFREY J. JOINER

INSTRUCTIONAL DESIGNER | LEARNING EXPERIENCE DESIGN | EDUCATIONAL TECHNOLOGY

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PROFESSIONAL SUMMARY

Instructional designer and educator with substantial experience creating accessible, engaging learning for higher education and technology-focused programs. Expertise spans online, hybrid, and in-person course design, faculty development, quality assurance, assessment, and AI-enabled learning. Combines extensive teaching experience, a strong foundation in computer science and programming, and contemporary expertise in instructional design.

CORE EXPERTISE

- Course & curriculum design
- Online, hybrid, and in-person learning
- Accessibility (ADA / 508 / WCAG)
- Quality Matters & QA
- Faculty development and training
- Assessment & Assurance of Learning
- AI and educational technology
- LMS implementation & support

PROFESSIONAL EXPERIENCE

Johns Hopkins University | Baltimore, MD

Dec 2021 - Present

Senior Instructional Designer | March 2024 - Present

Instructional Designer | December 2021 - February 2024

- Partner with faculty to design, develop, implement, and evaluate high-quality online, onsite, and hybrid courses aligned with learning outcomes and higher-education standards.
- Design and manage a portfolio of AI-focused courses in the MSIS AI program. Coordinate Assurance of Learning activities, using program data to identify trends, challenges, and opportunities for improvement.
- Lead instructional design for a new AI certificate program within the MSIS AI portfolio, including course architecture, learning activities, assessments, and implementation support.
- Direct course maintenance, revisions, and continuous improvement based on course reviews, program evaluations, faculty feedback, and student-learning evidence.
- Ensure course materials, videos, graphics, and learning activities meet ADA, Section 508, and WCAG accessibility requirements. Use LMS tools and structured reviews to support full compliance.
- Design and implement quality-assurance processes that verify courses are accurate, functional, accessible, and launch-ready before delivery.
- Coordinate course setup, access, and deployment across the LMS, student information system, and related institutional platforms.
- Evaluate and implement instructional technologies. Design workshops and provide individualized coaching on pedagogy, assessment, educational technology, and AI tools.

South Hills School of Business and Technology | Altoona, PA

Fall 2010 - Nov 2021

Professor | Instructional Designer

- Designed and launched a new IT curriculum, including a software-development track delivered through Canvas LMS.
- Built objective-aligned courses and modernized legacy courses using Quality Matters principles, adult-learning theory, and evidence-based instructional design practices.
- Designed and facilitated faculty training on Canvas, Zoom, online teaching, and instructional technology integration.
- Taught IT and business courses spanning technical communication, web and software development, research methods, statistics, and project management
- Served as advisor of the IT Club and its community-service initiatives.

EARLIER TEACHING EXPERIENCE

St. John's Prep School | Danvers, MA

Fall 2007 - Spring 2010

Teacher

- Taught mathematics, robotics and 3D computer-aided design, social media, collaboration tools, programming, networking, HTML, and Microsoft Office.
- Contributed to the design of integrated computer science and history courses for all incoming freshmen.

Portsmouth Abbey School | Portsmouth, RI

Fall 2003 - Spring 2006

Teacher

- Taught AP Computer Science, public speaking, geometry, algebra, trigonometry, and precalculus.
- Served as a resident dorm parent and coached soccer and track.

EDUCATION

Harvard University | Cambridge, MA

Master of Education | Technology, Innovation, and Education

Coursework included curriculum design, instructional design, adult-learning theory, educational technology, educational software design, and emerging technologies.

Harvard University | Cambridge, MA

Bachelor's Degree with Honors, Computer Science

INSTRUCTIONAL DESIGN METHODS

- Universal Design for Learning (UDL)
- Backward design
- ADDIE
- Teaching for Understanding
- Adult-learning theory
- Learning assessment and evaluation
- Quality assurance and continuous improvement
- Gamification and learner engagement

TEACHING & SUBJECT EXPERTISE

- Technical communication and project management
- Web and software development
- Research methods and statistics
- Computer science, robotics, and CAD

CREDENTIALS & TECHNOLOGY

CERTIFICATION

Quality Matters Certified

AUTHORING, DESIGN & MEDIA

Articulate 360, Adobe Captivate, Genially, DesignPLUS, Kaltura

LMS

Canvas administration, Blackboard

AI TOOLS

ChatGPT, Claude, NotebookLM, Genially AI, DesignPLUS AI

PROJECT & WORKFLOW

Asana, project management, technical writing

PROGRAMMING

HTML/CSS, JavaScript, PHP, SQL, C#, Swift, Python

ADDITIONAL

Database design, curriculum design, instructional design

HIGHER EDUCATION OPERATIONS

- Faculty consultation, coaching, and workshops
- Course and program evaluation
- Assurance of Learning support and reporting
- LMS and student-system coordination
- Course launch readiness and quality review
- Accessibility review and remediation
- Instructional technology evaluation and implementation