

# BRIAN J. LITTLE

brlittle@gmail.com

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## INSTRUCTIONAL DESIGNER: MAKER EDUCATION

Dynamic, enthusiastic Makerspace Facilitator with exceptional technical skills, instructional aptitude, and passion for fostering the 'Maker Mindset' in a new generation of young inventors and entrepreneurs. Demonstrated talent for designing coursework to support creative, engaged learning specifically related to large Makerspace, including multimedia production/design, digital fabrication tools, and virtual reality. Clearly communicate ideas in a logical, meticulous and informed manner; provide well-researched and highly educational presentations. Possess genuine enthusiasm for learning and sincere desire to help students succeed in an enjoyable learning environment. Intuitive communicator; readily establishes trusting and mutually respectful rapport with diverse populations.

### Highlights of expertise:

- Makerspace Integration
- Student-Centered Learning
- Classroom Management
- Maker Education Instructional Design
- Coursework/Training Materials
- Informational Presentations
- VR Technology
- Student Motivation
- Team Collaboration

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## PROFESSIONAL EXPERIENCE

DAVIDSON COLLEGE, Davidson, North Carolina

### **Instructional Designer, Maker Education / Maker-in-Chief**, 8/2013 – Present

Hold full accountability for instructional design activities specifically related to Maker Education. Create designs from the ground up, in collaboration with professors; discuss objectives, conduct assessments to define acceptable/passable outcomes, advise and implement best technology/tools. Maintain total combined budget with Digital Media of \$15K. Instruct diverse Maker technology topics in conjunction with other classes; communicate extensively with both faculty members and students. Develop coursework and training materials for Makerspace integration; create computer-assisted training and video instructional courses for both online and classroom. Research emerging technologies and evaluate usability within Makerspace (Studio M); maintain online presence for Studio M. Monitor training to ensure quality of program and conformance to departmental procedures. Participate in the hiring process; offer recommendations for faculty selections within the IT department. **Key Achievements:**

- Conceptualized, designed, and implemented first Makerspace for College, Studio M; built team of 8 student staff responsible for independently operating Makerspace.
- Spearheaded first venture into VR technology, including Oculus Rift, Vive, Unity, and room-scale VR implementation.
- Drove collaboration within the classroom; teamed with faculty members across various disciplines to successfully incorporate Maker technologies within classes, thereby creating physical places with gadgets.
- Fostered a sense of exploration with students by valuing hands-on creativity and open communication; exchanged information, worked around issues, and utilized resources to define the process, which highly motivated students.
- Expanded technical expertise in 3D printing, laser cutting, physical computing, Maker technologies, virtual reality, and drone piloting/filming.
- Recognized for outstanding contributions; recently transitioned from managing Makerspace to Instructional Designer of Maker Education.

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DAVIDSON COLLEGE, Davidson, North Carolina

**Apple Technology Specialist**, 6/1999 – 12/2015

Provided second-level technical support and consultation to campus community; responded to emails and help desk tickets, and scheduled service appointments. Actively participated in design and creation of several innovative learning spaces across campus. Researched and selected new software/technologies for implementation; efforts facilitated both short- and long-term planning activities. Teamed with faculty members to offer creative solutions to curricular computing needs. Presented one-on-one and informal training sessions to new IT staff members regarding how to work with printers and troubleshoot issues. **Key Achievements:**

- Spearheaded transition from one-to-one deployment; designed and implemented centralized deployment and management solution that decreased staff workload 50%.
- Managed and maintained 300+ Mac OS seats throughout IT labs and learning spaces.
- Played key role during implementation of campus-wide central print solution.
- Delivered hands-on training to students; explained complex data in easily understandable terms to groups comprised of up to 12 students.
- Expanded skill set and knowledge; learned new technologies, processes, and tools such as basic programming, networking, and wireless to streamline integration into classroom.

THE IMAGINATION WORKSHOP, Charlotte, North Carolina

**CEO/Owner**, 1991 – 2008

Provided hands-on technical editing, consulting, and beta-test services for client base. Interfaced with clients in order to determine specific needs, resolve issues, and offer recommendations focused on successfully completing projects. Delivered software replication and graphic design services for clients located across North Carolina, including Sea-Land Service, First Union National Bank, NC State University, and NC State Employees Credit Union. **Key Achievements:**

- Collaborated with several industry authors; major projects included AfterEffects 4 In Depth, The Excel 97 Power Toolkit, The Internet Power Toolkit, Intranet Firewalls, The Comprehensive Guide to FreeHand Graphics Suite 7, and HTML Publishing on the Internet.
  - Established and cultivated relationships; clients included Apple, Inc., The Charlotte Checkers, Microsoft Corp., Bellsouth, First Union National Bank, Berkeley Systems, and America Online.
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## EDUCATION AND TRAINING

### INSTRUCTIONAL DESIGN CERTIFICATE

ONLINE LEARNING CONSORTIUM (OLC)

**POSTGRADUATE COURSEWORK:** GIS Systems, Geographic Research, Statistics, Urban Planning  
UNIVERSITY OF NORTH CAROLINA AT CHARLOTTE, Charlotte, NC

**BACHELOR OF ARTS, COMMUNICATIONS;** Concentrations in Mass Communication & Public Relations  
NORTH CAROLINA STATE UNIVERSITY, Raleigh, NC

*Graduated Magna cum Laude*

### Technical Proficiencies

Raspberry Pi, 3D Printers, Laser Cutters, Microcontrollers, Bash, Python, AppleScript, Apple iApps, Active Directory, Smart Graphics, Design/Digital Fabrication Tools, Video Cameras, VR Hardware/Software, Online Digital Media, macOS