

## SANG NONG

343 Gold Street, Brooklyn, NY 11201 | sn2257@nyu.edu | Mobile 917.515.0839 | sangnong.site

### EDUCATION

- New York University**, Steinhardt School of Culture, Education, and Human Development, New York, NY.  
Master of Art, Digital Media Design for Learning, emphasis on Game for learning  
Anticipated Graduation Year: 2018  
Coursework: Learning Science, Design Process for Learning, Research on Simulations and Games, Game and Play in Education, UX Design, Learning Analytics & Data Science in Education
- South-Central University for Nationalities**, Wuhan, China  
Bachelor of Arts, English literature and linguistic, June 2012, GPA: 3.43
- Zhongnan University of Economics and Law**, Wuhan, China  
Bachelor of Laws of international trade, June 2012, GPA: 3.04

### EXPERIENCE

*Evaluation Intern*, **American Museum of Natural History**, New York, NY May 2017 to July 2017

- Evaluated the user experience and learning outcomes of the newly-developed educational augmented reality experience using Hololens
- Developed the evaluation instruments, run the floor-based evaluations, process the data, and work with staff to interpret the findings

*Teaching Assistant*, **Guangxi International Business Vocational College**, Guangxi, China October 2012 to August 2016

- Produced short course-videos with faculty. *The Way of Guaranty* was a Third Award winning video in the 15<sup>th</sup> Multimedia Courseware Design Competition in China.
- Provided legal aids to college students via instant messenger application, on-campus activities and website. Designed website and content with colleague collaboratively. Received the Recognition Award issued by Educational Information Management Center, Ministry of Education of China.
- Conducted qualitative and quantitative surveys to students who took selective courses online. Compiled reports with data analysis and feedback to Office of Teaching Affairs for next semester planning.
- Coordinated with Practical Training of International Trade Project Team to produce content for National Top-Quality Curriculum.
- Taught *Comprehensive English* with 88.2% satisfaction rate, and *Tourism English* with 80.8% satisfaction rate.

### SKILLS

Design and development toolkit:	Adobe Photoshop, Illustrator, InDesign, Premiere, WordPress, Prezi
Prototypes tool kit:	Axure RP, Sketch, PowerPoint, Keynote
Project management toolkit:	Microsoft Office Suite, Google Drive
Research tools:	SPSS, R Studio
Programming languages:	HTML, CSS
Language:	Mandarin, Cantonese, Teach English as Second Language
Videography:	Aerial photography by DJI Phantom 3 standard

### PUBLICATIONS

*The Supernatural Symbols Cruising in the Northern Ocean and Atlantic—Comparative Analysis of the K'un Fish in A Happy Excursion and the Moby Dick in Moby Dick in the aspect of Occultism, The Spread and Copyright* (ISSN: 1674-473X): Guangxi Journal Association. June, 2014

### VOLUNTEER EXPERIENCE

PowerMyLearning, New York, NY January 2017 to Present

- Help PowerMyLearning sort and clean their donated computers, so that they can be given to underserved middle school students and their families at upcoming workshops.
- Call the parents of student participants for PowerMyLearning's Family Learning Workshop.
- Translate PowerMyLearning Connect Summer Flier for Parent into Chinese.

*Advisory Designer and Researcher*, **NYU RIDDLE Lab**, New York, NY September 2016 to Present

- Create game content, design and prototype game about Measles and Vaccination.
- Facilitate children to articulate ideas during the design process in the workshop.