

SOPHIA P. HARRISON

Portfolio: sophiaharrisondesign.com

I am a devoted learning designer passionate about working collaboratively across teams to create tools that support growth and development. I leverage learning science, cognitive science, instructional design theories, and my personal experience teaching and designing to create impactful, engaging, and effective experiences and products.

EDUCATION

Harvard University, Graduate School of Education

Master of Education in Learning Design,
Innovation, and Technology (2023-2024)

State University of New York at New Paltz

Bachelor of Arts in Psychology (2018-2021)

SKILLS

Software Skills: WebPress, Wix

Design Skills: Articulate 360 and Storyline, Figma, InDesign,
Canvas Website Design,

Language Skills: Fluent Russian and Ukrainian; proficient in
verbal and written French

WORK EXPERIENCE

Instructional Designer and Professional Development Trainer

Research Institute for Learning and Development

October 2023-Present

- Brainstorm, write, and edit digital educational content that teach K-12 students executive function skills and create resources on instructional best-practices for educators.
- Collaborate with cross-functional teams to create course maps that meets learner needs and goals; organize early product work-streams to meet project goals and satisfaction.
- Create animations and multimedia resources to support diverse learning.
- Organize pilot programs to review data and metrics about the efficacy and satisfaction of the curricula to inform any necessary iterations.
- Delivered training to teachers, psychologists, school counselors, and learning coaches on effective implementation of curriculum and Executive Function methodologies.

Instructional Design Consultant

Freelance, Orange County Community College, Psychology Department

August, 2025 - Present

- Advised faculty on the design and development of learner-centered courses, incorporating instructional best practices, accessibility standards, and active learning strategies to improve student engagement and outcomes.
- Reviewed assessments, rubrics, and interactive learning activities aligned with course objectives and learning taxonomies (e.g., Bloom's), ensuring measurable learning outcomes and academic rigor.

Instructional Designer

Freelance, Tiny Boom Limited Start Up

June - October, 2025

- Partnered with founders, product designers, and marketing teams to align on product vision, defines objectives and key results, and drive execution across fast-moving timelines in a global, matrixed environment.
- Successfully pitched and iterated on design concepts to senior leadership using Figma and storytelling strategies to ensure clarity, buy-in, and alignment across cross-functional teams.
- Built instructional design frameworks from the ground up for a microlearning app aimed at adult users, focusing on lightweight, engaging UX flows and scalable content models.
- Created outcome-driven assessments to measure knowledge retention and user comprehension, ensuring learning objectives translated into real-world skill acquisition.
- Leveraged cognitive science and learning theory to inform design decisions, marrying research with rapid experimentation to create effective, learner-centric experiences.

Educator

CatapultLearning

November 2021- August 2022, Summer 2023 & 2024

- Implemented innovative and up-to-date pedagogical best-practices to teach K-8 math and reading classrooms for students performing below grade level.
- Planned, designed, and prototyped high-quality learning resources for in-person and synchronous learning that supported students' intellectual diversity and learner accessibility.
- Created engaging learning activities and resources for students.
- Researched and refined my pedagogical best-practices to ensure students were receiving high-quality, up-to-date learning experiences.

Instructional Design Assistant

Mount St. Mary College, Orange County Community College, Carnegie Mellon University

July 2020- August 2022

- Researched current instructional learning theories to assist faculty in course design.
- Assisted in designing and developing syllabi and online learning courses for sociology and writing courses.
- Consulted with individual faculty about their pedagogical practices and course designs; collaboratively developed courses that were reflective of pedagogical best-practices and changed the foundational instructional design from teacher-centered to student-centered.
- Using the UBD process, created accessible digital learning materials to shift to an on-line synchronous learning environment. Assisted in teaching the courses.

Behavior Therapist

Hudson Valley Behavioral Solutions

April 2021 - December 2021

- Researched educational programs that aligned with ABA standards.
- Data-driven mentality focused on client trends which informed iterations in clients' treatment plan.
- Collaborated with upper management to design data collection tools for therapists to use during sessions. Evaluated clients' treatment plans based on previously collected data and client observations.
- Using digital data software, collected client data based on observations, and then translated the data into summarized medical session notes.
- Conducted analysis on different clients and their therapeutic progress.

Curriculum Designer

Parish Russian School

September 2018 - May 2022

- Designed and developed educational materials for elementary and middle school classes; all materials were designed and developed in Russian.
 - Conducted literature reviews, user testing, surveys, and classroom observations to inform a redesign of the curricula that reflected the change in the population of students enrolling in the school.
 - Annually designed and piloted educational materials for Russian history and literature classes.
 - Redesigned in-person classes to online synchronous classes during COVID -19; the instructional designs highlighted the affordances of technology in education and accessibility to avoid learning loss and maintain enrollment rates.
 - Trained educators via online workshops to adjust to online teaching and continued training educators in-person to redesign their pedagogical practices to reflect the new population of students enrolling in the school.
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Social Studies and Literature Teacher

Parish Russian School

September 2018 - May 2022

- Taught social studies and literature to elementary students in the Russian language.
 - Created multimedia learning resources to meet the individual needs of each students.
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PROJECTS

Founder

Matryoshka Play, Bilingual Learning Magazine

Jan. 2024 - July 2024

- Designed and iterated a children's magazine that provides bilingual parents with learning materials to teach their native language to their children.
- Collected data that analyzed customer pain points by conducting interviews with parents, educators, and industry experts; conducted quantitative and qualitative analyses of the interviews, and compiled the findings into a report to present to stakeholders.
- Conducted market analysis for the product, created product journey maps, pitched proof of concept for the product, and generated a business plan and business model for the product.
- Designed a proposal and pitched it to executives from various companies.

Learning Designer

Metacognition--Harvard Graduate School of Education

September 2023- May 2024

- Designed a college semester course that taught the cognitive processes of learning to adult learners.
- Researched and implemented current instructional design methodologies and learning science theories to inform the structure and content of the course.
- Created interactive digital lessons using authoring tools and designed the LMS to host the course. Prototyped original learner-centered activities to elicit students' current perceptions of how they learn, and designed lessons to encourage conceptual change about what it means to learn for them.
- Designed, prototyped, tested, and developed instructional training lessons to support instructor fidelity. Consulted with faculty at Harvard Graduate School of Education to inform the instructional design; created, conducted, and analyzed surveys from students and faculty to ensure the course was developed with users in mind.

Project Supervisor

Learning Lab at Harvard Graduate School of Education

January 2024 - May 2024

- Led a team to develop an innovative learning space designed to teach and learn metacognition in middle school.
 - Managed and facilitated weekly meetings to review the project's status and align the partners and the team with the any new project objectives or refinements.
 - Researched current educational market trends to inform strategic decisions that impacted the team's effort and product development.
 - Brainstormed, created, and refined the products' lifecycle and analyzed the product throughout the lifecycle to determine any necessary iterations.
 - Created journey maps, logic models, and pitched proof of concept (POC) to leaders.
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Product Designer

Magic Math Cube

September 2023 - December 2023

- Designed a physical and digital learning tool that guided learners to persist through difficult tasks.
- Researched, designed, and iterated an educational tool for math students who struggled with persistence and self-regulated learning.
- Collaborated with experts, teachers, administrators, parents, and students to inform and develop the project.
- Prototyped and presented the product to users and collected data on how the product was used; made iterations based on collected data.
- Collaborated with engineers during the design process to inform product designs.
- Fluently pitched the tool to stakeholders.

Curriculum Designer

Math Through Design

April 2022 - June 2022

- Designed and prototyped a math curriculum that taught math concepts exclusively through design problems.
 - Taught K-8th grade math concepts through design problems and engineering scenarios.
 - Designed the curriculum with user-centered design principles and instructional design theories.
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