

Ziji Wang

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Education

Duquesne University <i>Ed. D, Instructional Technology</i>	August 2019 - August 2025 GPA: 3.98
Carnegie Mellon University <i>Master's, Applied Second Language Acquisition</i>	August 2017 - May 2018 GPA: 4.0
Shanghai University of Intl Business & Economics <i>Bachelor's, Teaching Chinese as a Second Language</i>	September 2012 - June 2016 GPA: 4.0

Professional Experience

Carnegie Mellon University <i>Adjunct Faculty</i> <ul style="list-style-type: none">Designed and taught technology-enhanced Chinese language courses aligned with instructional design principles.Designed learning experiences and hands-on workshops for the AI in Humanities course.	December 2025 - Present <i>Pittsburgh, PA, USA</i>
Duquesne University <i>Adjunct Faculty</i> <ul style="list-style-type: none">Designed and delivered courses, incorporating instructional design principles, learning theories, and educational technologiesImproved student task completion rate(TCR) by utilizing data analytics to enhance instructional design and inform curriculum adjustmentsTrained and mentored preservice teachers in integrating technology in K-12 while managing their progress on the Canvas LMS and communicating results to senior leadershipImproved online learning engagement by integrating multimedia and interactive technologies to.	August 2020 - December 2022 <i>Pittsburgh, PA, USA</i>
LREI High School <i>High School Mandarin Teacher</i> <ul style="list-style-type: none">Designed engaging learning experiences and created materials aligned with educational standardsEnhanced communication and support for student learning initiatives through effective collaboration with multiple stakeholders at varied levelsSuccessfully coordinated curriculum-related events by organizing curriculum nights and open-house events, utilizing project management skills to ensure smooth execution.	August 2018 - December 2018 <i>New York, NY, USA</i>

Dissertation

The influence of visualization type and gender on multimedia learning performance: An experimental study

Strengths & Competencies

Strengths & Competencies: Adult Learning Theories, Design Thinking, Curriculum Development, Storyboarding, ADDIE, Graphic Design, Online Learning, eLearning, HCI, UI/UX Design
Information Technology: Python, R, JavaScript, HTML/CSS, Java, SQL, Docker, Github, Google Cloud
Creative Tools: Articulate 360, iMovie, Tableau, Canva, Camtasia, LMS, Adobe Creative Suite
Leadership & Project Management: Agile, Collaboration, Stakeholder Communication, Growth Mindset, Adaptive & Iterative, Actionable Feedback, Problem Solving Techniques

Projects

Luminos Canvas - [Link to project](#) **June 2024 - Present**

- I designed an interactive playground for adult learning, featuring a suite of engaging applications and games. Deployed on Google Cloud Run, these experiences are thoughtfully designed with instructional design principles, learning science, and second language acquisition theories at their core.

ML Project on Language Detection - [Link to project](#) August 2024 - December 2024

- Developed an AI-powered language prediction model in TensorFlow enabling accurate identification of input language with associated probability scores of over 90% accuracy.

Data Visualization Using Tableau - [Link to project](#) November 2019 - December 2019

- Developed and presented engaging data visualizations using Tableau to analyze language learning trends in secondary and post-secondary education.

SQL Tutorial on Youtube - [Link to project](#) March 2025 - Present

- Created and published a SQL tutorial, managing the content creation and video production.

Arduino Robotics Learning Road Map - [Link to project](#) December 2024 - January 2025

- Designed a multimedia learning tool built in Obsidian to help adult learners to learn what is Arduino and how to program it.

Publication & Presentations

A Systematic Review of Chinese Character Learning Strategies – *Chinese Language Teachers Association Conference (2023)*

Feedback for Self-Evaluation and Learning Performance – *Innovate Learning Summit (2020)*

Community Outreach

Women in STEM Organization (Duquesne University)

- Expanded access to computer science education for K-12 students by designing and developing learning materials.
- Facilitated effective project management in educational initiatives by overseeing the design and implementation of a cybersecurity Jeopardy app.

Introduction to AI Applications and Machine Learning (Google Pittsburgh)

- Collaborated with the K-12 lead team in outreach activities to teach foundational knowledge of Machine Learning for students from local K-12 schools.