



Andy Sheppard, M.Ed.

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Objective

Seeking an opportunity to lead the design and development of technology-enhanced learner-centered experiences; creating competency-based curricula and multimedia content that drive innovation and improve learning outcomes.

Education

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| 2015 | Master of Education (M.Ed.) in Educational Technology, American College of Education. Indianapolis, Indiana. |
| 1997 | Bachelor of Arts in Criminal Justice, University of Florida, Gainesville, Florida. Graduated Cum Laude. Minor awarded in Mass Communication. |

Professional Experience

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| 2017 – Today | <i>Community Volunteer</i> , Be My Eyes. Help people with a need for visual assistance. Answer video calls, read instructions, describe objects and environments in a supportive manner. Learn more at www.bemyeyes.com |
| 2017 – 2023 | <i>Adjunct Assistant Professor</i> , Santa Fe College Department of Student Development and Leadership. Taught a first-year experience course (SLS 1101). Planned, organized, and delivered instruction in face-to-face, online and hybrid modalities. Collaborated with colleagues to create instructional content. Implemented inclusive teaching practices. Created multimedia resources to enhance student learning. Mentored students. |
| 2015 - 2024 | <i>Instructional Designer</i> , Santa Fe College. Collaborated with faculty to design online courses. Evaluated courses using the Quality Matters (QM) rubric and an internal institutional rubric. Designed and facilitated professional development to support online teaching. Researched emerging technologies, including Artificial Intelligence (AI) applications. |
| 2014 – 2015 | <i>Instructor</i> , Santa Fe College Center for Innovation and Economic Development. Instructed non-traditional adult learners on web site design and blog development utilizing the WordPress web platform. |

Professional Experience (Cont.)

2013 – Today	<i>Entrepreneur</i> , Aster Media Services, LLC. Provide multimedia development services to individuals and organizations. Hire and supervise contract workers to meet client needs. Consult on media development and emerging technologies. Create accessible media.
2011 – 2013	<i>Education Coordinator</i> , University of Florida College of Veterinary Medicine. Collaborated with faculty to develop distance education courses; consulted with faculty on the instructional use of online tools to enhance face-to-face courses. Provided training to faculty and staff. Instructed veterinary students on the use of interactive computer lab software for diagnostic imaging courses. Oriented new students to learning platforms.
2003 – 2011	<i>Coordinator, Educational Media & Communications</i> , University of Florida College of Pharmacy. Supervised Instructional Design staff. Provided training to faculty on technologies to support online and distance learning including: course management systems, multimedia programs and web-based collaborative platforms. Instructed new students within a required “Computer and Technology Orientation” course. Provided students with tutorials on how to use a variety of educational technologies, graded student submissions and provided feedback. Co-founded two communities of practice: the UF e-Learning Coordinators Group and UF Instructional Design Group to promote collaboration and sharing of resources across the UF distance learning community.
2001 – 2003	<i>Instructional Technology Trainer</i> , University of Florida Health Science Center. Provided instructional technology training and support as part of a two-year grant to College of Pharmacy faculty on a variety of educational technologies including: course management system, digital image editing, media production, and general office productivity software.
1997 – 2001	<i>Computer Support Specialist</i> , University of Florida Office of Instructional Resources. Provided multimedia equipment training and support to faculty in lecture halls and classrooms. Coordinated scheduling, delivering and setting up of multimedia equipment to support instruction. Supervised two full-time staff and trained fifty part-time student workers on how to configure mobile computer and multimedia units. Operated 16 -mm film projectors. :-)

Awards and Recognitions

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| 2021 | Named “Distinguished Professor of the Year” by the Association of Florida Colleges in recognition of my teaching portfolio and for modeling effective teaching. |
| 2013 | Received the University of Florida “Superior Accomplishment Award” in recognition of excellence and productivity at the UF College of Veterinary Medicine. |
| 2007 | Received letter of commendation from the Associate Dean for Distance Learning in recognition of “10 Years of Service Excellence” at UF and for expanding and improving access via online and distance learning programs at the UF College of Pharmacy. |
| 2000 | Received productivity award from President John Lombardi for service excellence related to my role in the classroom technology upgrade project and for coordinating the distribution of multimedia equipment in UF classrooms. |
| 1994 | Resident Scholar, Rotary Scholarship House, Gainesville, Florida. Awarded residency in a diverse cooperative living environment as part of the Southern Scholarship Foundation housing program, in recognition of academic excellence. |

Specialized Knowledge and Contributions

Accessible Design

Received extensive training including UF’s Accessible Environments course. Designed and implemented a captioning support process at SF which has resulted in over 2,000 instructional videos being captioned in three years. Collaborated with colleagues at Sao Paulo State University to create a training program on Accessibility and Inclusivity for SF faculty. Audited SF’s “Deaf Culture” course.

Inclusive Teaching

Attended REI (Racial Equity Institute) Groundwater and Phase 1 training, completed DiversityEDU training, attended 3-part Inclusive Teaching & Learning series by Dr. Kalpana Swamy, and related on-campus workshops and webinars.

Technical Skills

Proficient with Microsoft Office applications, classroom engagement tools, video conferencing platforms and a variety of multimedia tools including Articulate Storyline 360, Camtasia Studio and generative AI platforms.