

# CARRIE BEACH

Greensboro, NC

[Portfolio](#) • [LinkedIn](#)

## SUMMARY

Instructional designer, UX thinker, and lifelong STEAM educator who believes learning should spark curiosity, creativity, and confidence. With 27+ years designing experiences for real learners in real classrooms, I bring a uniquely blended skill set—part educator, part designer, part problem-solver. I specialize in human-centered research, storytelling through learning design, rapid prototyping, and building hands-on, minds-on experiences that leave a lasting impact. My work blends structure with imagination, making learning both meaningful *and* fun.

## CORE SKILLS

**Instructional Design & Learning Experience Design:** Learning architecture • Curriculum storytelling • Workshop design • Experience mapping • Microlearning • Universal Design for Learning (UDL) & accessibility • Performance support systems • Creative problem framing

**UX Design Methods:** Empathy interviews • Persona + journey development • Rapid ideation • Wireframing (Figma) • Lo-fi prototyping • Usability testing • Iteration cycles • Content strategy

**Creative Teaching & Educational Innovation:** STEAM & makerspace instruction • Hands-on learning design • Prototyping + fabrication workflows • Project Based Learning • Student-centered environments • Learning through experimentation

**Creative Tools & Technologies:** Figma • Canva • Storyline 360 • Rise • Vyond • Procreate • Google Workspace • Screencastify • LMS platforms (Canvas, Google Classroom) • Tinkercad • Scratch • Lego Robotics

## EXPERIENCE

### **Technology Teacher**

Thomas Jefferson Middle School • Winston-Salem, NC • 2022–Present

- Design immersive, project-based STEAM learning experiences rooted in curiosity and user-centered thinking
- Conduct student interviews, observe learning behaviors, and use insights to shape more intuitive instructional designs
- Create digital learning materials and interactive tools that blend creativity with clarity
- Apply Universal Design for Learning (UDL) and accessibility practices to make sure every learner feels supported and capable
- Lead makerspace programming where students prototype, tinker, test, and iterate—mirroring real design processes
- Advisor of Makers Club, empowering students to turn imaginative ideas into functional creations

### **STEAM Educator • Environmental and Spatial Technology (EAST Facilitator) • FabLab Coordinator**

Washington Junior High School • Bentonville, AR • 2012–2022

- Designed interdisciplinary STEAM and pre-engineering curricula infused with design thinking, real world problem solving, and creative exploration
- Built and ran the school's FabLab—a creative playground supporting 3D printing, CAD, and more
- Developed systems, safety programs, and step-by-step guides to empower students in the makerspace.
- Created prototypes of learning tools, tested them with students, refined them through feedback, and shared them district wide
- Collaborated with community partners and SMEs to bring real engineering and design challenges into the classroom
- Used data, observation, and learner feedback to continually evolve and improve learning experiences.

## **Creative Outreach**

### **Lead STEAM Education Volunteer**

Mixxer Makerspace • Winston Salem, NC • (2023-Present)

- Plan and lead STEAM workshops and camps for youth and families
  - Developed design process camp where teens create a project over the course of a week following the design process. Other camps include Scratch and Makey Makey and Cardboard Construction which includes using CAD to create cut files for the laser cutter.
  - Develop and lead family drop in workshops including cardboard construction and jewelry making
- Plan monthly teen night (Mixxer Monday. Responsibilities include planning activities for each month, organizing lessons, materials, and volunteers
  - During Mixxer Monday, teens participate in planned activities including working in the metal and wood shops, CAD design for 3D printing and laser cutting, various art and craft mediums, and electronics/coding.

### **PrintLab Classroom Pilot Teacher (2017-Present):**

- Serve as a Pilot Teacher for the 3D printing curriculum

**Amazeum Council of Educators.** • Scott Family Amazeum • Bentonville, AR • (2014-2023) -

- Volunteered for education-focused events and public engagement activities

### **Presented nationally on design process, empathy, creativity, and maker-centered learning.**

- Students Helping Students: Teaching the Design Process and Building Empathy. (Association for Career & Technical Education's CareerTECH VISION ACTE. San Antonio, TX. November 2018 and Innovation Institute 2018. Springdale, AR. June 2018)
- Making Makers: Using Maker Education in Your Classroom. ( Innovation Institute 2018. Springdale, AR. June 2018 and NWA TechFest. Fayetteville, AR. May 2018)
- 3D Printing for the Non-Technology Teacher. Bentonville Public Schools Professional Development. Bentonville, AR. June 2018

## **Awards**

- Presidential Awards of Excellence in Mathematics & Science Teaching – State Finalist 2019
- Washington Junior High School Teacher of the Year, 2014-2015

## **Education**

- Master of Education Degree, Emphasis in Athletic Training
  - Tarleton State University, Stephenville, TX 1995
- Bachelor of Science Degree in Education, Emphasis in Athletic Training
  - University of Kansas, Lawrence, KS 1994
- Associate in Art Degree, Emphasis in Athletic Training
  - Barton County Community College, Great Bend, KS 1991

## **Certification**

Google UX Design Certification (In process)

- Foundations of User Experience (UX) Design
- Start the UX Design Process: Empathize, Define, and Ideate
- Build Wireframes and Low-Fidelity Prototypes