

Joshua Fahler

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SUMMARY

Instructional designer with 10+ years creating curriculum, e-learning, and blended learning, translating complex subject matter into practical, scenario-based training for diverse audiences. Hands-on with LMS development, Storyline and multimedia projects, needs assessment, and stakeholder collaboration, with a focus on onboarding and customer-service training.

SELF-DIRECTED PORTFOLIO PROJECTS

- **Call Center De-Escalation Training — Articulate Storyline 360:** Built a branching scenario-based module for a fictional customer-service client, using triggers, variables, drag-and-drop interactions, and conditional states to route learner choices through realistic escalation and resolution outcomes.
- **PPE Safety Training — Adobe Captivate:** Built a scenario-based module on PPE use and OSHA-aligned industrial safety for a fictional client ("Freeman Industries"), with branching navigation, a knowledge check, and a custom branding system (logo designed in Adobe Illustrator, typography, color palette, illustrated backgrounds).
- **ADDIE: From Problem to Proof — Vyond & Web Prototype:** Wrote one script and produced it two ways, as an HTML/CSS/JS prototype built with Claude and an AI-generated Vyond video, to compare media selection and format fit within an ADDIE workflow.

WORK EXPERIENCE

Glenda Dawson High School, Pearland ISD | Pearland, TX

Social Studies Educator & Curriculum Lead | Aug 2014 - Present

- Prepared 150+ annual students for college-level AP World History by co-designing and deploying modular Canvas LMS courses and digital learning assets using ADDIE, scaffolding thesis, contextualization, and evidence skills and guiding AP Classroom enrollment, in partnership with district stakeholders and subject-matter experts.
- Sustained an approximately 80% AP World History exam pass rate over three years, compared with a state average near 50%, through vertically aligned skills instruction, scaffolded assessment design, and learning analytics.
- Advised Pearland ISD's Advanced Academics department on vertically aligning AP history and social studies courses, prioritizing thesis, contextualization, and evidence skills.
- Built and maintained data tracking mechanisms, including engagement dashboards and Excel spreadsheets, across 6 course sections to flag at-risk learners and guide course revisions each grading period.
- Facilitated gamified review and formative assessment using Kahoot, Wayground, and Quizlet.
- Tested and revised digital course materials for navigation, readability, and multi-device functionality before release, improving accessibility compliance for Section 508, Section 504, and ADA learner needs.

Hsinchu County Public Schools | Zhubei City, Taiwan

Curriculum Developer & Lead Native English Educator | May 2012 - Jun 2014

- Served as manuscript reviewer for Hsinchu County's Grades 3–9 English curriculum guidelines (2013), covering roughly 120 schools, advocating a speaking- and listening-based approach for foreign teachers.
- Led train-the-trainer workshops on co-teaching methodology for 25+ educators, including a co-presented county training (2013) on co-teaching models, classroom collaboration, and tech tools for planning and communication.
- Developed and delivered an English workshop for 17 principals in a Taiwan Ministry of Education leadership program, preparing them for required U.S. school visits to adapt new initiatives at the district and school level.
- Coordinated weekly lesson plans with co-teachers via email and shared Dropbox files, requesting feedback to refine instruction.
- Designed and delivered scenario- and game-based digital instruction to 400+ students across Grades 2–8, using Jeopardy-style reviews, vocabulary games, and BrainPOP ESL videos for regular speaking and vocabulary practice.
- Conducted needs assessments across about 15 schools to identify instructional gaps and guide curriculum alignment.

United Education (Morningstar Christian School) | Hsinfeng, Taiwan

Teacher & Curriculum Developer (ELA) | Jan 2012 - May 2012

- Designed U.S. standards-aligned transition curricula to prepare bilingual learners for mainstream coursework.
- Introduced gamified digital content, interactive simulations, and structured formative checks to reinforce comprehension.

Kang Nai-er Academy | Zhubei, Taiwan

English & Social Studies Teacher (EFL) | Aug 2010 - Jan 2012

- Developed project-based, real-world learning scenarios across cross-disciplinary EFL courses.

Clear Springs High School, Clear Creek ISD | League City, TX

Social Studies & Geography Teacher | Aug 2008 - Jun 2010

- Designed inquiry-based learning modules and analytical exercises for a student population of diverse learners and backgrounds.

EDUCATION

Sam Houston State University | M.Ed., Curriculum and Instruction

Kent State University | B.S., Integrated Social Studies Education, summa cum laude

CERTIFICATIONS

Texas Educator Certificate — Texas Education Agency

AP World History Reader Certification — The College Board

TRAINING, SERVICE & RECOGNITION

Trainer, Pearland ISD Reaching All Learners Conference — “Be Efficient and Work Smart with the Tech in Your Classroom” (Aug 2021)

Trainer, AP World History 2020 Exam Reflection — Pearland ISD (2020)

Founding Faculty Sponsor, Dawson High School Model United Nations — takes about 30 students annually to the University of Houston conference; students secure their own corporate sponsorships (2015–present)

Teacher Committee Member, Houston Area Model United Nations (2020–present)

Campus Teacher of the Year Nominee — Glenda Dawson High School (2018, 2020)

SELECTED RESEARCH

Cultural Representation and Historical Voice: American Social Studies Teachers' Access to Non-Western Curricular Materials (M.Ed. research, 2022) — designed and analyzed a 20-respondent teacher survey; 75% rated adapting non-Western materials for students with 504, ELL, and IEP needs as difficult, versus 20% for U.S. and European materials. Available on joshfahler.com.

SKILLS

Design & Methodology: ADDIE, Curriculum Design, Needs Assessment, Assessment Design, Scenario-Based Learning, Branching Logic, Storyboarding, Microlearning, Bloom's Taxonomy, Adult Learning Theory, Kirkpatrick Model

Authoring & Media: Articulate Storyline 360 (triggers, variables, conditional states), Articulate Rise, Adobe Captivate, Adobe Illustrator, Adobe Photoshop, Vyond, Camtasia, AI-Assisted Content Drafting (Claude, ChatGPT), HTML/CSS/JavaScript (basic)

Learning Tools & Gamification: Kahoot, Wayground (formerly Quizizz), Quizlet, Game-Based Learning, Formative Assessment Tools

Quality & Accessibility: E-Learning QA and Testing, SCORM Testing, Section 508, WCAG

Project & Workflow Management: Kanban Boards, Notion, Task and Deadline Tracking, Iterative Feedback Cycles

Platforms & Standards: Canvas LMS, LMS Administration, SCORM

Delivery & Collaboration: Instructor-Led Training, Train-the-Trainer, SME Collaboration, Learning Analytics