Sergei Panov

Technical Writer & Instructional Designer

Portfolio Website: <https://sergeipanov.com> Linked In: <https://www.linkedin.com/in/sergei-panov/>

(609) 902-7609 | 1907 Pheasant Hollow Dr., Plainsboro NJ 08536 | [sergeipanov@gmail.com](mailto:sergeipanov@gmail.com)

**SUMMARY**Technical writer, instructional designer, and educator with 20+ years of experience creating curricula, digital courses, and web-based learning tools. PCEP-certified Python programmer with expertise in developing automated solutions for educational content creation and assessment. Author of 21 internationally sold instructional manuals and developer of multiple tech applications that improve engagement and assessment. Combines proven pedagogy with Python automation, AI, and data-analytics techniques to accelerate content creation and personalize learner experiences. Recognized for clear communication, rapid up-skilling, and consistent, on-time delivery of research-driven solutions that advance organizational goals.

**ACHIEVEMENTS**

* **Presenter, New Jersey Music Educators Association Convention (2018, 2023)**
  + Spoke on instructional design principles and effective string pedagogy.
* **Presenter, Rowan University (2020)**
  + Delivered workshops to future educators on best practices for curriculum development, engagement, and teaching string instruments.

**EXPERIENCE**

**Educator/Curriculum Developer (2015–2025)**

* + Rahway Board of Education (2015-2019)
  + Edison Board of Education (2019 -2024)
  + Montgomery Board of Education (2024-2025)
    - Developed and delivered engaging curricula, integrating Ai and technology to enhance student learning and assessment.
* **Author, “Learn Violin, Viola, Cello, Bass Fast” Method Books (2021–2025)**
  + Created a comprehensive series of string pedagogy books sold worldwide.
  + Handled all aspects of design, curriculum planning, instructional methodology, graphic design, and publishing.
* **Author, “Practical Scales and Arpeggios” Method Books (2020–2022)**
  + Developed innovative instructional material focusing on foundational music techniques, theory, and skill-building exercises.
  + Incorporated research-based methods and clear practice guidelines to address learner challenges.
* **Co-Creator, Newsetry iOS App (2024)**
  + Built an unbiased news and updates app using low-code Flutter Flow and Firebase.
  + Implemented user-friendly features and streamlined delivery of government news in a simplified format.
* **Content Creator, Violin Explained YouTube Channel (2021-2025)**
  + Produced short- and long-form video content for violin instruction.
  + Managed scripting, editing, and publishing, leveraging multimedia to enhance learner engagement.
* **Developer, Web-Based Learning Interactive Games (2024-2025)**
  + Created interactive violin-training games using HTML, CSS, and JavaScript.
  + Designed and tested user interfaces to support skill acquisition and retention.
* **Operations & Logistics Project Manager – Netfrate LLC, Montgomery, NJ (2010-2011)**
  + Managed domestic freight moves each week, owning end-to-end routing, bills of lading, carrier coordination, and KPI tracking.

**EDUCATION**

* Bachelor of Music, Temple University (2003–2007)

**CERTIFICATIONS**

* PCEP™ – Certified Entry-Level Python Programmer
* Instructional Design Foundations and Applications, University of Illinois Urbana -Champaign.
* Foundations : Data, Data, Everywhere - Google
* Ask Questions to Make Data-Driven Decisions - Google
* Standard Teaching Certificate (NJ)
* Google Certified Educator Level 1 & 2
* Build Your Skills as an Instructional Designer Career Path Certificate, LinkedIn
  + Components of Effective Learning - Michael Allen
  + Measuring Learning Effectiveness - Jeff Toister
  + Creating Fun and Engaging Video Training: The How - Rob Glass
  + Creating Fun and Engaging Video Training: The Why - Marley Jaxx and Rob Glass
  + Designing the Learner's Journey - Michael Allen
  + Training with Stories - Paul A. Smith
  + Elearning Essentials: Storyboarding - Brett Kirkpatrick
  + Elearning Essentials: Instructional Design - Samantha Calamari
  + Instructional Design Essentials: Models of ID - Joe Pulichino, Ed.D.
  + Build Your Own Professional Training: Quick Start Guide - David Brownlee
  + Accessible Elearning in Articulate 360 - David Anderson
* Introduction to Graphic Design: Illustrator - Tony Harmer

**CORE COMPETENCIES & TOOLS**

* **Instructional Design** – curriculum architecture, adult-learning theory, and blended / hybrid delivery models
* **Needs Analysis** – end-to-end performance-gap & learner-persona analysis (stakeholder interviews, task / workflow mapping, root-cause diagnosis)
* **Training Development & Execution** – design plans that align with business KPIs, compliance, and talent-development goals
* **E-Learning Technologies** – Articulate 360 (Rise & Storyline), SCORM / xAPI, HTML • CSS • JavaScript
* **Multimedia Production** – video scripting & editing, motion graphics, visual design, and photography  
  **AI-Enhanced Development** – ChatGPT 4o, Google Gemini, Anthropic Claude 3 (Opus/Sonnet), xAI Grok, WindSurf — rapid content generation, adaptive feedback, workflow automation
* **Learning Analytics & Research** – data-driven evaluation, A/B testing, and evidence-based iteration
* **Collaboration & Communication** – cross-functional teamwork, SME / stakeholder facilitation, and clear documentation
* **Rapid Up-skilling & Adaptability** – swift mastery of new tools and domains to meet evolving project needs

**LANGUAGES**

* English (fluent)
* Russian (fluent)
* Spanish (rudimentary)