

Sergei Panov

Technical Instructional Designer

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SUMMARY

Instructional designer and educator with 20 + years of experience creating curricula, digital courses, and web-based learning tools. Author of 21 internationally sold instructional manuals and developer of multiple tech applications that improve engagement and assessment. Blends proven pedagogy with targeted 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.
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EDUCATION

- Bachelor of Music, Temple University (2003–2007)
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CERTIFICATIONS

- 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, blended/hybrid learning models
 - E-Learning Technologies – Articulate 360 (Rise & Storyline), SCORM/xAPI, HTML • CSS • JavaScript
 - Multimedia Production – video scripting & editing, motion graphics, visual design, photography
 - AI-Enhanced Development – ChatGPT 4o, Google Gemini, Anthropic Claude 3 (Opus/Sonnet), xAI Grok, WindSurf; rapid content generation, adaptive feedback, and workflow automation
 - Learning Analytics & Research Methods – data-driven evaluation, A/B testing, evidence-based iteration
 - Collaboration & Communication – cross-functional teamwork, stakeholder facilitation, clear documentation
 - Rapid Up-skilling & Adaptability – quick mastery of new tools and domains to meet evolving project needs
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LANGUAGES

- English (fluent)
- Russian (fluent)
- Spanish (rudimentary)