Mary Peabody

Experience Design Specialist in Learning, Development, and Community

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mary.peabody90@gmail.com

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www.linkedin.com/in/marypeabody

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Atlanta, Georgia

Education

Masters in Applied Language and Intercultural Studies

Georgia Institute of Technology, 2022-2024

 Research in User Experience & Service Design in Higher Education

Masters in Education, emphasis in Second Language Acquisition

Universidad Nacional de Costa Rica, 2014-2016

 Research in Techniques to Reduce Adult Learner Anxiety

Bachelors in Social Science Education

University of Central Florida, 2008-2012

Volunteer Work & Mentoring

- Vice President | Freeside Technology Spaces,
 501(c)(3) Non-profit Makerspace (2021-present)
 - Grant-writing and partnership management
 - Developing city & community relationships
 - Facilitating events, workshops, and projects
- Visual & Choreography Instructor | WGI (Winter Guard International) (2016-2018)
 - Mentoring and teaching teens and young adults via the visual arts

Skills

- Language-
 - English (native)
 - Spanish (conversational, lived 3.5 years in Central America)

• Technology-

- Online Publication and Communication (Miro, Canva, Figma, WebEx, Zoom)
- Learning & Project Management Systems (D2L Brightspace, Wrike)
- o Adobe Creative Cloud (intermediate)
- Microsoft Office (advanced)
- Google Suite (advanced)

Work Experience

Learning Experience Designer | Georgia State University

2021- present (Atlanta, Georgia)

Key responsibilities:

- Collaborating with Subject Matter Experts to create highly effective and engaging workshops, courses, and programs that meet organizational and individual needs- including hybrid, online, and in-person learning experiences
- Relationship & project management between diverse stakeholders- including SMEs, multimedia specialists, technologists, and program directors
- Identifying & mapping client and organizational goals in order to communicate needs, objectives, responsibilities, experiences, constraints, and KPIs

Director of Education; Curriculum & Accreditation Specialist | Harvest English Institute

2016 – 2021 (Orlando, Florida)

Key responsibilities:

- Steered a complete renovation of curriculum to better serve students of diverse backgrounds, levels, and needs
- Led successful national accreditation process for 5 schools, including 2 newly opened campuses
- Participated in the design and implementation of a proprietary learning & customer management system from scratch

Assistant Academic Director | The English Island

2020 - 2021 (Atlanta, Georgia)

Kev responsibilities:

- Created flexible systems to collect, analyze, and apply student data
- Oversaw teacher training, curriculum implementation, and administrative processes
- Orchestrated a transition to 100% online education in the COVID-19 Pandemic

Social Science and ESL Teacher | The European School & Intercultura Language Institute

2013- 2016 (Heredia, Costa Rica)

Key responsibilities:

- Instructed pre-IB students (grades 7-10) in responsible international citizenship, critical thought, and communication abilities via studies of political, human, and environmental geography
- Created immersive and interactive language experiences to help student develop their verbal and written English abilities

Certifications

- Social and Behavioral Research Best Practices for Clinical Research (CITIProgram, 2023)
- "Foundations of User Experience Design" & "Start the UX Design Process: Empathize, Define, and Ideate" Courses (Google, 2023)
- Certification in Construction Work (Chattahoochee Technical College, 2021)
- OSHA Certification for Construction Industry Safety: 30-Hour (OSHA, 2021)
- Certification in Teaching English (CR TEFL, 2012)
- Profesional Education Certification (FLDOE, 2012)

Recent Conference Presentations & Professional Engagements

- Served as an Engagement Specialist for the University System of Georgia's Teaching & Learning Conference (2025)
- Dice & Design: A Playful and Collaborative Imaginary Course Design "Workshop"; USG Teaching & Learning Conference (2025)
- Using Service Design Tools to Improve User Experience in your Educational Setting; Online Learning Consortium (2024)
- Education Conference: The Board Game; Online Learning Consortium (2024)
- Solving Teaching and Learning Problems through Multimedia; USG Teaching & Learning Conference (2024)