ALEX BOYD

Digital Designer & Educator

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Education

University of Central Florida MA in Digital Media Graduated: May 2021

University of Central Florida BA in Game Design Graduated: December 2016

Skills

Design

Design Research Figma Prototyping UX A|B Testing

Technical

Adobe Creative Suite: (Ps, Ai, Pr, Ae, Id) Maya Unity Wordpress Google Analytics Google Ads HTML/CSS MySQL

Programming

Java C# Javascript PHP

Recognition

Principals Award (23-24) ePathways Above and Beyond Award (2024)

Experience

Digital Design and Game Design Teacher

Crooms Academy of Information Technology | Aug 2023 - Present

Designed and instructed curriculum for the following classes: 2D Game & Simulation, 3D Game & Simulation, AI in the World, Applications of Artificial Intelligence. Instructed dual enrollment classes through Seminole State College: Intro to Digital Media and Bitmap Graphics. Created instructional walkthrough videos for the following software: Unity, Maya, Photoshop, Illustrator, and Orange ML.

Computer Science Teacher

American Straight A Academy | Oct 2024 - Present Winter Springs High School | Aug 2021 - 2023

Virtually instructed Students in AP Computer Science A in both group and one-on-one settings. Created video walkthroughs of concepts such as: selection sort, insertion sort, merge sort, and recursive merge sort. Delivered engaging curriculum through diverse methods of classroom instruction and computer lab activities for AP Computer Science Principles.

Adjunct Professor

University of Central Florida | 2020

Instructed two semesters of Server Side Scripting, covering PHP, MySQL, as well as Javascript, HTML, and CSS.

Marketing Coordinator

Engineerica Systems Inc. | 2018 - 2020

Developed and executed multi-channel marketing campaigns for B2B event and attendance software, including product launches, content marketing, email campaigns, social media, and SEM. Designed and produced digital and print marketing assets, strengthening brand identity and driving audience engagement. Created and edited engaging video content using Adobe Premiere Pro and After Effects; this included both product launch and instructional walkthroughs, increasing product awareness and a measurable improvement in user confidence.