LANZ SINGBEIL

singbeil@outlook.com

portfolio:

www.techdesigned.com

~ 5 Years combined teaching experience as a High School Teacher, Elementary Teacher, and a University T.A.
~ Strong proficiency in digital art, design, and computer programming

Qualifications

B.Sc. Bachelor of Science (First Class with Distinction)
School of Interactive Arts and Technology - Informatics Concentration

B.Ed. Bachelor of Education

Canadian Teaching Certifications (British Columbia & Ontario)

Google Certified Educator Level 2

Teaching Experience

Sunway International School

Full-Time Teacher working in Malaysia

(Ontario Curriculum)

High School Teacher: Introduction to Computer Science
07/2017 ~ Present

My approach to this grade 10 course includes introducing the basics of programming in Python while engaging the students in discussions on programming ethics. Units include computer hardware, programming in Python, and web development using HTML and CSS.

Technology Coach
07/2017 ~ Present
In this dynamic role I support the teachers' use of technology in the classroom, going between two schools with a combined population of over 1500 students.

Sunway International School

Middle School Teacher: Grade 7 & 8 Science
07/2016 ~ 07/2017
I focused on project-based learning, inquiry, and hands-on activities to foster a love of science.

Maple Leaf Educational Systems

Full-Time Teacher working in China

High School Teacher: Math 10&11, IT 10, Digital Media 11/12
04/2014 ~ 06/2016

Teaching the B.C. curriculum involved lesson planning, teaching, and assessment for grades 10-12. See p.2-3 for details about my additional responsibilities and ECAs while at this school.

Teaching Practicum Experiences

Grade 6/7 Combined Class @ Bayridge Elementary
09/2013 ~ 12/2013 (3 month long practicum)

Grade 7 Class @ Brookside Elementary
03/2013 (1 month short practicum)

My two classes included students in need of varying levels of ESL support, gifted students, and students with learning disabilities.

University T.A.
Simon Fraser University

T.A. for 3D Animation & Advanced 3D Animation Courses
01/2011 ~ 04/2011,   05/2012 ~ 08/2012,   09/2012 ~ 12/2012

I developed practical hands-on lessons, supported teams, and gave feedback on assignments.

Other Work Experience

SFU Grad Research
Programming in the Model

JAVA Programmer for a 2D CAD application
01/2011 - 08/2011 & 05/2012 - 08/2012

Scouts Canada
Schools and Scouting

Grade's 6/7 Camp Instructor - Outdoor Education
05/2008 - 06/2008 & 05/2009 - 06/2009 & 05/2010 - 06/2010

Professional Development

~ Collaborating and learning from my colleagues is essential for me. I never hesitate to share ideas when I can.

@SIS:

Tech Workshops
2018

Organized an afternoon of edu. tech workshops for over 50 colleagues.

Tech Carousel
2017

Led a workshop on collaborative mind mapping tools.

@MLES:

Office 365

Led a pro-D introducing the features of Office 365 for staff at my school.

Powerteacher Gradebook

Led a pro-D on the quirks and challenges of using gradebook and powerschool for grade reporting. The focus was how to set up your course to ensure accurate assessment.

E-Exam Procedures

Led a pro-D on E-Exam procedures and how to use a secure exam USB system.

Additional Responsibilities

@SIS:

Technology Coach

Notable achievements: Transitioned our two schools to digital course binders, created an interactive comment bank, curated a YouTube channel with video tutorials on common issues, created an internal teacher resources website, helped the guidance team to identify students early who needed additional support, and improved upon an existing grade reporting tool to make it easier to use and less prone to errors.

@MLES:

Business / IT Department Head

Ran department meetings, coordinated with administration, worked on various improvement initiatives, and supported my colleagues.

IT / Tech Support

Helped colleagues with tech problems, set up office computers and printers, ordered new equipment, and kept inventory.

E-Exam System Developer

Developed and implemented a secure e-exam system used for taking the BC provincial exams (It used a Linux bootable USB OS called Porteus Kiosk that limits web browsing).

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~ I believe that the role of a teacher goes much farther than the classroom.

Extracurriculars

~ Thinking back, my fondest high school memories are from extracurricular activities. It is very important for me to provide the same enriching and fun experiences for the students at any school I am part of.

current:

Robotics Club	Coaching students on LEGO Mindstorms and TETRIX Robotics Kits. (Jan. 2018 ~ Present)
Coding Café	Encouraging students to share programming ideas and solve puzzles. (Jan. 2018 ~ Present)

previous:

@SIS:

Maker Club	Taught design theory through fun projects that focused on problem solving. (Jan. ~ Dec. 2018)
Yearbook Club	Helped with project management, graphic design, and publishing. (July 2016 ~ Dec. 2017)
3D Art and Design	Introduced students to 3D printing, animation, and game asset design. (July 2016 ~ Dec. 2017)

@MLES:

Beauty & the Beast	Co-directed THE BEAUTY AND THE BEAST school play. (2016)
Coaching Soccer	Coached the U-18 girls soccer team. (2016)
Art Noise Club	Helped students to write and edit their own digital music. (2015-2016)
Lion King	Technology Director of THE LION KING school play. (2015)

@SFU:

President of Game Developers Club at SFU	Maintained club registration, organized events including multiple game jams, and ran weekly meetings with club members to discuss and share game design ideas.

sfugamedev.wikidot.com

Volunteering

Mentorship Program	I had a unique opportunity to work with a friend from SFU to mentor a gifted grade 3 student on making boardgames. We taught him a variety of game design principles and also helped him to produce quality 3D art for his boardgame pieces. (Mar. ~ July 2011)