Jason Innes

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Experienced educational **product, curriculum, and professional development leader**
with a mission to promote positive, creative engagement with technology for social good.

Experience

Director of Curriculum, Training, and Product Management
KinderLab Robotics, Inc.
2017 – 2025

Managed product line, curriculum, and professional development for KIBO, an educational computer science platform for early childhood and elementary grades. Working with manufacturing and marketing, led the design, testing, and growth of the KIBO product line. Analyzed market research and product feedback to improve product fit. In collaboration with the DevTech Research Group led by Dr. Marina Bers at Boston College, developed PreK-5 STEAM and creative computer science curriculum aligned with current research. Built training strategy and team to deliver teacher PD and ensure fidelity of implementation.

Co-Founder
CSJumpstartr
2015 - 2017

Co-Founder of CSJumpstartr, LLC. CSJumpstartr is an online, web-based educational coding environment built around content-driven Scratch templates that allow a child to start creating fun, meaningful projects immediately in the popular Scratch graphical programming language. Developed business plan and strategy, led prototype software development with internal and external developers, and conducted user testing with education customers. Progressed to round 2 of 2017 MassChallenge funding competition.

Senior Consultant and Project Manager
BKP Technologies, Inc.
Versal Technologies, Inc. (Subcontractor)
1998 – 2015

Provided a wide variety of technical services in regulated industries—including project management of software development and data migration efforts, consultation on business process development, and systems validation design and execution. Clients ranged from small research biotech companies to the largest global financial and pharmaceutical firms. Led cross-functional teams through all phases of systems implementation, including interfacing with business users for requirements definition, technical teams for implementation, and quality groups for testing.

Community Editor (ZDU)
Ziff Davis, Inc.
1997 – 1998

Managed development of community components (discussion boards, chat, etc.) of ZDU website, a web-based collaborative learning initiative of ZDNet. Conducted, analyzed, and evaluated user research to define system requirements. Managed project teams that included external developers. Oversaw community engagement efforts, managed forum moderators, and conducted regular feedback meetings with user representatives.

Project Leader
Houghton Mifflin Co.
1995 – 1997

Managed development of educational software tools for the Sixth Floor Media group of Houghton Mifflin, including CommonSpace for networked collaborative writing and CourseMap for networked course management. Conducted, analyzed, and evaluated user research to define software requirements. Facilitated team meetings including communication with external software developers.

Teaching Experience

Afterschool Teacher
Various: Cambridge Public School District, Flagship Computer Clubhouse
September 2013 – Present

Volunteer and professional involvement in a variety of capacities with STEAM education and enrichment, including:

- Taught several sections of "Creative Programming and Robotics" classes for Kennedy Community Schools at Kennedy Longfellow School, Cambridge. Developed all curriculum and taught weekly classes in two sections for K – 5 students;
- Organized, managed, and developed curriculum for Scratch Clubs for children aged 9-14 at various Cambridge public schools;
- Taught coding and robotics classes at Muckykids Art Studio, a children's enrichment center in Cambridge MA.
- Facilitated a successful implementation of the Family Creative Learning program (family.media.mit.edu), along with members of CPSD's instructional technology department;
- Mentored Boston-area youth, aged 10-18, at the Flagship Computer Clubhouse at the Museum of Science.

Education

Tufts University
Graduate Certificate
August 2018

Tufts Graduate Certificate Program in Early Childhood Robotics. One-year program Completed Aug 2018.

Harvard College
B.A, Magna Cum Laude
Graduated January 1994

Graduated Magna Cum Laude with a B.A. in Media Studies. Thesis presented a theory of communication in emerging computer network-based media and examined the methods of community building supported by those media.

Other things I love to do: Kayaking, running, board gaming, baking sourdough.