

Jason Innes
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Strategic product and curriculum leader with 10+ years of experience developing playful, hands-on STEM and computer science learning experiences, along with extensive technical project management experience in other industries. Proven success leading cross-functional teams to launch and scale impactful education products. Committed to expanding equitable access to creative computing.

Professional Experience

Educational Product and Curriculum Consultant
Jason Innes Consulting
2025 – Present

- Designed and authored a comprehensive Grade 3–5 computer science curriculum built around a client's product, integrating creative computing, invention literacy, and standards-aligned CS concepts.
- Delivered professional development services on contract for a PreK–5 robotics client, supporting teacher onboarding and high-fidelity curriculum implementation.
- Delivered business development consulting for multiple EdTech companies, advising on K–12 sales strategy, educator positioning, pilot programs, and product-market fit.
- Leveraged prior experience as Director of Curriculum, Training, and Product Management to advise early-stage and scaling organizations on product strategy, learning design, and go-to-market execution.

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

- Directed the development and evolution of the KIBO Robot Kit, an award-winning creative coding platform adopted in 3,000+ schools.
- Led cross-functional product development and go-to-market strategies, working with engineering, manufacturing, marketing, and research partners.
- Authored and edited 120+ hours of PreK–5 curriculum integrating STEAM, engineering design, and computer science standards.
- Established and scaled a teacher training program accredited by CSTA as a Quality PD provider, training over 1,000 educators.
- Served as lead spokesperson at national conferences and trade shows, building thought leadership in early childhood CS education.

Co-Founder
CSJumpstartr, LLC
2015 - 2017

- Built and launched a Scratch-based coding education platform supporting creative, content-driven student projects.
- Tested early prototypes with educators, bridging classroom needs with startup innovation.
- Led curriculum and business strategy, securing placement in the 2017 MassChallenge second round.

Professional Experience (Continued)**Senior Consultant and Project Manager**

BKP Technologies, Inc. & Versal Technologies, Inc.
1998 – 2015

- Managed large-scale software development, data migration, and validation projects for biotech, pharmaceutical, and finance clients.
- Facilitated cross-functional collaboration among technical teams, business stakeholders, and regulatory groups.
- Delivered compliant, user-centered systems in highly regulated environments.

Community Editor (ZDU)

Ziff Davis, Inc.
1997 – 1998

- Oversaw development of online community features for early web-based computer science learning platform.
- Led market research to define product roadmap.
- Directed user engagement initiatives and managed forum moderators.

Project Leader

Houghton Mifflin Co.
1995 – 1997

- Led development of educational software tools including Common-Space (collaborative writing) and CourseMap (course management).
- Translated market and user research into innovative learning products for K-12 schools.

Teaching Experience**STEAM and Computer Science Educator**

Various roles
2013 – Present

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

- Designed and taught afterschool robotics and programming classes for K-5 students in Cambridge Public Schools.
- Developed and led Scratch clubs and family coding programs in collaboration with MIT and local community groups.
- Mentored youth at the Flagship Computer Clubhouse at the Museum of Science, Boston

Education**Tufts University**
Graduate Certificate

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

Harvard College
B.A, Magna Cum Laude

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.