

TRETA SHARMA

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Learning Science postgraduate and a business graduate with professional background of 8+ years in B2B learning product design and curriculum development and implementation in the US and in India. Specialized in AI learning solutions, multi-modal educational experiences for professionals, data-driven instruction, and large-scale training program development. Expert in adult learning theory, educational technology integration, and cross-functional project management with engineering, product, and marketing teams to implement scalable learning solutions. Taught little and big humans with respect and care!

Education

Northwestern University, Evanston, IL | Master of Science in Applied Learning Sciences | 2024-2025

Relevant Coursework: Learning Product Design, Design of Learning Environments, Learning Analytics, Educational Technology Design, Instructional Coaching, Learning Evaluation and

Indraprastha University, India | Bachelor of Education | 2015-2017

Focus: Education and Learning Management, Gamification, Knowledge Management and Representation, Learner Psychology and Cognition

University of Delhi, India | Bachelor of Commerce | 2010-2013

Concentration: Business Administration, Business Management and Economics

Bhartiya Vidya Bhawan | PG Diploma | 2014-2015

Mass Communication

Experience

FEB 2022 – APR 2023

Excellence Analyst – for SaaS Products- LEAD Group (B2B EdTech) – Full Time

- Led user education and product adoption initiatives for integrated SaaS platforms (LMS and ERP) by designing onboarding experiences that served 1.5M users across 3,000+ institutional clients
- Transformed complex product features into intuitive training content and documentation, enabling non-technical users to achieve 90% feature adoption rates
- Handled enterprise-level program rollouts across 5 diverse geographical states, coordinating complex project timelines, resource allocation, and multi-stakeholder communications.
- Conducted user research and needs assessments for 10+ enterprise accounts, identifying knowledge gaps and designing targeted educational solutions
- Designed and executed comprehensive training programs on-site reaching product implementers (educators), resulting in 20% improvement in student performance across partner institutions
- Owned complete curriculum development lifecycle from initial concept through content creation, and assessment. Built a library of 50+ training modules covering core platform functionalities
- Facilitated cross-functional collaboration between product designers, engineers, and curriculum managers for product discovery

MAY 2019 – JAN 2022

Learning Experience Designer and Faculty | HCL Technologies' Shiv Nadar Foundation | Full Time

- Led faculty development initiatives, training 40+ instructors on advanced technology-enhanced pedagogical practices and modern learning environment design as program coordinator
- Designed and implemented comprehensive STEAM faculty development initiatives, covering technology-enhanced pedagogical practices
- Developed gamified assessment systems using Bloom's taxonomy and DOK frameworks that significantly improved K-12 learner engagement
- Facilitated design thinking workshops where learners analyzed community challenges and prototyped both tech-based and traditional solutions
- Created inclusive learning environments that promoted learner ownership and developed advanced critical thinking and metacognitive skills through evidence-based learning science applications

MAY 2017 – MAY 2019

Fellow Advisor | Teach for India (Teach for All) | Full Time

- Created comprehensive training programs for onboarding 100+ fellows during a mandatory training coursework
- Collaborated with program managers to support 53 fellows through evidence-based training methodologies driven by ADDIE, Kirkpatrick, and SAM models
- Mentored diverse teams of adult learners working in low-income schools across communities, providing ongoing pedagogical support and professional development sessions as instructional coach
- Observed classrooms intensively and ran detailed debriefing sessions during 1:1 meeting, delivering personalized coaching that improved teaching effectiveness and student engagement
- Built mentoring frameworks that enhanced participant confidence in using digital learning tools.

Fellow Social Impact

- Managed educational transformation initiatives in underserved communities, implementing innovative teaching methodologies and technology solutions that improved learning outcomes for 120+ first-generation adolescent learners
- Served as an active member of the School Management Committee, working directly with government representatives including MLAs (Members of Legislative Assembly) to advocate for educational policy improvements and resource allocation
- Ran comprehensive community development programs by building strategic relationships and mediating between school authorities, local government, and parent communities
- Created sustainable educational programs in collaboration with school leadership

Research Projects

- **AI-Integrated Learning Platform for Self-Directed Learners**
Independent project | 2024 (Ongoing)
Designing web-based platform that combines AI with learner autonomy for personalized learning pathways
- **AI Literacy Workshop Curriculum**
Northwestern University | 2025
Designed comprehensive workshop series introducing AI concepts and applications for educators and learners
- **The Energy City" Educational Board Game**
Independent Project | 2024
Created NGSS-aligned board game (3-5-ETS1-3 Engineering Design) that teaches energy concepts
- **Managed Community-Centered Tech Innovation Leadership Program**
Innovation Project | 2021-2022
Mentored youth for community research for developing tech and non-tech innovations
- **Urban Villages Socio-Economic Research**
Partnership with Teach for India | 2018-2019
Conducted field research on socio-economic patterns in Delhi urban villages, informing educational strategies

Skills

- Adoption & Implementation: User Education, Product Strategy, Learning Experience Design, Cross-Functional Collaboration, User Research & Learning Analytics, Product Education
- Instructional Design: Multi-Modal Content strategy, AI Learning Solutions, Instructional Design using Bloom's Taxonomy, UDL, Assessment Design & Gamification, ADDIE
- Research & Program Management: Qualitative & Quantitative Research, Policy, Implementation & Educational Compliance, Training Implementation Management, Data-Driven Decision Making
- Tools & Platforms: Figma, Canva, Adobe Creative Suite, Google Analytics, Excel, Excalidraw, Miro, Jira, Agile

Authorized to work in the US. No sponsorship required.