

Gabriel Briceño Yudken

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E-Learning Developer • Learning Experience Designer • Instructional Game Designer

Professional Summary

Focused on building effective, engaging, and accessible digital learning. Develops interactive solutions and software that combine creative problem-solving with technical skills. Experienced in delivering personalized instruction and holds certificates in eLearning, Instructional Game Design, Computer Programming and Web Development. Volunteers as Webmaster for a nonprofit organization.

Education

Master of Science in Instructional Design & Technology Commonwealth University of Pennsylvania	2025 – 2027
eLearning Specialist Post-Baccalaureate Certificate Commonwealth University of Pennsylvania	2025 – 2026
Instructional Game Design Post-Baccalaureate Certificate Commonwealth University of Pennsylvania	2025 – 2026
Computer Programming Certificate Community College of Baltimore County	2023 – 2024
JavaScript Specialist Certificate Community College of Baltimore County	2023 – 2024
Bachelor of Music in Professional Music Berklee College of Music	2012 – 2015

Skills

E-Learning Authoring Tools:	Articulate Storyline, Rise 360, Adobe Captivate, ELB Lectora, BranchTrack, WeAreLearning, Twine
Instructional Design Frameworks:	ADDIE Model, SAM Model, Bloom’s Taxonomy, Gagné’s Events
Instructional Design Skills:	Analysis, Assessment, Curriculum, eLearning, Gamification
Multimedia Software:	Photoshop, Canva, Adobe, Vyond, Figma, Blender
Programming Languages:	JavaScript, PHP, MySQL, CSS, HTML, Java, Python, C++
Programming Technologies:	WordPress, React, Vue, NodeJS, Express, jQuery, Bootstrap

Work Experience

Instructional Designer - Graduate Assistant Commonwealth University of Pennsylvania	Jan. 2026 - Present Remote
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Worked on a team to develop multiple learning experiences for real-world clients. These projects include:

- A fourteen-module First Year Seminar online course for the university, built in Brightspace
 - Led the Diversity, Equity and Inclusion module, as well as the Health & Wellness and Financial Wellness modules
- Six training modules on effective research strategies for the CU Library, built in Articulate Rise
- Three software training modules on how to use FileZilla servers as a student

Each project consisted of core instructional design processes such as:

- Conducting interviews with subject matter experts (SME) and clients to inform the development
- Completing a task analysis and aligning course objectives using Bloom's Taxonomy
- Writing assessments that correspond to the learning goals of each module
- Creating full content scripts for each module that outline course pacing, activities and interactions
- Storyboarding and developing the final course to be used on an LMS
- Submitting deliverables to peers and clients for review and making changes when necessary

Music Instructor Private Lessons, All About Music, Stages Music Arts	2015 - Present Parkville, MD
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For the past decade, I have delivered personalized learning experiences to students of all ages and backgrounds as a professional music educator. My work has involved:

- Analyzing learner needs and objectives
- Curriculum design
- Helping students build skills through structured instruction
- Using performance-based assessment to measure growth
- Providing targeted feedback to support long-term development

Volunteer Experience

Web Master, Web Administrator Baltimore Blues Society – 501(c)(3) Non-Profit	Jan. 2025 - Present Remote
• Work closely with board directors to execute technology goals. https://www.mojoworkin.org • Manage all website content, plugins, security and databases.	