

Kelly Ding

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SUMMARY

Learning designer and CS educator passionate about making computer science more accessible, creative, and inclusive. I've shaped one of the world's largest intro CS courses, supported and trained teaching teams, and conducted research on helping CS educators foster collaborative learning. With experience spanning teaching, program design, and technology, I'm driven to create learning experiences that empower students and equip educators to help every learner thrive.

EDUCATION

Harvard Graduate School of Education *Cambridge, MA*
Master's in Education (Ed.M.) Candidate, Learning Design, Innovation, and Technology 2025 – Present
Coursework: Designing for Learning by Creating.

Harvard College *Cambridge, MA*
Bachelor of Arts, Computer Science, Minor in Educational Studies 2021 – 2025
Harvard Computer Society (President). Peer Advising Fellow.
Coursework: Deeper Learning for All; Designing K–12 Computer Science Learning Experiences.

EXPERIENCE

Harvard Division of Continuing Education *Cambridge, MA*
Preceptor for CS50: Introduction to Computer Science 2025 – Present

- Designed and iterated curriculum for one of the world's largest introductory CS courses, reaching thousands of students across Harvard, Oxford, and edX.
- Led and trained a team of 24 undergraduate teaching assistants.
- Managed course operations, including grading, course logistics, and academic integrity processes.

Creative Computing Lab, Harvard Graduate School of Education *Cambridge, MA*
Researcher 2024 – 2025

- Designed a 22-activity curriculum module to support pair programming in Scratch for intermediate learners.
- Facilitated a 5-day workshop with middle school students; collected and analyzed qualitative data on collaboration behaviors.
- Contributed to research focused on co-creative learning and inclusive classroom practices.

Harvard University School of Engineering and Applied Sciences *Cambridge, MA*
CS50 Head Teaching Fellow 2022 – 2025

- Taught weekly sections of 10–15 students; developed lessons on C, data structures, and web dev.
- Provided academic support via office hours and grading feedback for a cohort of 500+ students.

FRINGUANT *Paris, France*
UI/UX Design Intern 2023

- Created 30+ UI screens in Figma to enhance the end-to-end user experience for an AI size-calculation tool adopted by 4+ major fashion retailers.
- Redesigned website end-to-end, from wireframing to high-fidelity prototyping in Figma.

SKILLS & INTERESTS

Skills: Curriculum & instructional design, Teaching, Qualitative Research, Program Leadership

Technical: C, Python, HTML/CSS/Javascript, Git, SQL, Figma, Canvas, Gradescope

Languages: English, Mandarin, French