

Coursework

STEM (2014-2017), Undergraduate (2017-2021), Graduate (2021+), Miscellaneous (2017+)

STEM

Introduction to Engineering Principles
Introduction to Digital Electronics
Introduction to Aerospace Engineering
Introduction to Computer Engineering
Introduction to Computer Integrated Manufacturing
Introduction to Engineering Methodology
Senior Capstone Design Project

Undergraduate

BS in Psychology and Health Science, BA in Biology

Near Completion of Minors in English and Business Healthcare

Psychology

General Psychology
Elementary Statistics
Introduction to Psychological Statistics
Psychological Experimental Methodology
Directed Study in Professional Psychology
Directed Study in Senior Seminar
Directed Study and Acceptance: Capstone Honors Research
Learning and Motivation
Developmental Psychology
History and Systems of Psychology
Social Gerontology
Abnormal Psychology
Happiness, Christ, and the Real Good Life

Biology

Cellular Biology
Organismal Biology

Human Anatomy and Physiology I
Human Anatomy and Physiology II
Special Topic Study: Medicinal Botany
Ecological Science
Genetics
Medical Terminology
Introduction to Global Health Systems
Mechanisms of Disease
Senior Seminar I
Senior Seminar II
Advanced Topic Study: Neurobiology

Health Science

Emergency Response
Introduction to Athletic Training
Weight Training
Foundations of Health and Wellness
Nutritional Counseling
Introduction to Healthcare
Field Experience in Healthcare I – Chiropractic Medicine (minor exposure to Athletic Training)
Field Experience in Healthcare II – Physical Therapy
Exercise Physiology
Kinesiology
Health Science Research (Exempted)

English and Literary Skills

Composition and Literature I (Exempted)
Composition and Literature II
Contemporary Global Issues
Inklings and Imagination: C.S. Lewis and J.R.R. Tolkien
Harry Potter Allegories to Contemporary Issues

American Romanticism

Old Testament Literature and Interpretations

New Testament Literature and Interpretations

General

College Success Skills

College Mathematics

World Civilization to 1600

Introduction to Music

Computer Networking Principles

Macroeconomics

Choir: Two Years of Choraleers

Chemical Principles I

Chemical Principles II

Graduate

Master and Ph.D. in Human Factors and Industrial/Organizational Psychology

General Coursework

Cognitive Psychology

Social Psychology

Experimental Design and Quantitative Methods

Experimental Design with ANOVA

Measurement Models

Predictive Models (Spring 2024)

History of Psychology

Task and Work Analysis

Perception (Audit)

Human Factors and Industrial Organizational Coursework

IO Research Methods

Personality

Psychometrics
Personnel Selection
Ergonomics
Task and Work Analysis
Cognitive Computational Modeling
Cognitive Neuroscience
Interface Design
Ergonomics
Engineering Psychology (Audit)
Psycholinguistics
Problem Solving and Reasoning

Qualifying Examinations

Cognitive Systems Engineering and Ecological Psychology
Decision-Making
Expertise
Computer Adaptive Testing and Measurement

Miscellaneous Courses and Certificates

Google IT Support Professional
Youth Protection Training
First Aid, CPR, and AED
Mental Health First Aid
Social and Behavioral Research
Biomedical Research
Health Information Privacy and Security
Java Code Immersion
Advanced Java Code Immersion
Data Science
Advanced Data Science
Social and Behavioral Science Investigator

IPS for Researchers

Conflicts of Interest in Research

Improving Your Statistical Inferences

AWS: Serverless Cloud Game Development

AWS: Data Analytics

AWS: Cloud Practitioner Essentials

AWS: AI and ML in Games

Curriculum Developer for Data Science and Statistics

Curriculum Developer for Machine Learning Basics

Air Force Research Laboratory CITI Training

AFRL CITI Annual Training (2024)

AFRL CITI AI and Human Subject Protections

AFRL General Data Protection Regulation and Human Subject Research

Interaction Design Foundation Courses:

The Ultimate Guide to Visual Perception and Design

Affordances: Designing Intuitive User Interfaces

Get Your Product Used: Adoption and Appropriation

Mobile UX Strategy: How to Build Successful Products

UX Management: Strategy and Tactics

Mobile UI Design

UX Design for Virtual Reality

Visual Design: The Ultimate Guide

Creativity: Methods to Design Better Products and Services

Information Visualization

UX Design for Augmented Reality

Web Design for Usability

Design for Thought and Emotion

Design for the 21st Century with Don Norman

Design for a Better World with Don Norman

Mobile UX Design: The Beginner's Guide

How to Create Intuitive Products by Imitating Physicality

User Research – Methods and Best Practices

Agile Methods for UX Design

Data-Driven Design: Quantitative Research for UX

Human-Computer Interaction: The Foundations of UX Design

Gestalt Psychology and Web Design: The Ultimate Guide

Dynamic User Experience: Design and Usability

AI for Designers

Interaction Design for Usability

Perception and Memory in HCI and UX

The Practical Guide to Usability

Design Thinking: The Ultimate Guide

User Experience: The Beginner's Guide

Personas and User Research: Design Products and Services People Need and Want

Journey Mapping

Service Design: How to Design Integrated Service Experiences

Accessibility: How to Design for All

Emotional Design — How to Make Products People Will Love

UI Design Patterns for Successful Software

Build a Standout UX/UI Portfolio: Land Your Dream Job

Conducting Usability Testing

Gamification - How to Create Engaging User Experiences

Webinars

The AI Playbook: How to Capitalize on Machine Learning

Design for Everyone: A Firsthand Perspective on Accessibility

Storytelling Strategies for Future Thinkers and Design Leaders

Learning Experience Design That Delivers Impact: A Step-by-Step Guide

Hooked: How to Build Habit-Forming Products with Nir Eyal

AI for Design Systems: How to Stay Ahead and Lead

Storytelling That Sells UX Design: Define Requirements and Engage Leadership

Healthcare UX: Design for Patient Engagement and Technology Adoption

Data-Driven Design: Metrics That Drive Real Results

Level Up Your Career: How to Land a Job in the Game Industry

Learning Experience Design: How to Create Powerful Learning Journeys