

Stephen F. Hustedde

Educational Leadership • Software Development • Web/Graphic Design

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EDUCATIONAL LEADER & PROFESSOR – COMPUTER INFORMATION SYSTEMS

Dedicated educator with over 32 years experience in higher education as an instructional consultant, professor, interim Dean, and Division Chair with vast experience in teaching, curriculum development, instructional material design, institutional assessment, faculty development/mentoring, administrative supervision, and college leadership.

- **Passionate educator with a commitment to excellence:** I strive to both master and personally utilize the content I teach.
- **Teaching specializations:** C# programming; Xamarin/.NET MAUI cross-platform mobile development; Android/Kotlin and iOS/Swift app development; Programming Fundamentals; VB.NET; Microsoft Office suite; Adobe Flash/Animate CC (animation; web design; ActionScript programming); Adobe Photoshop;
- **Assessment Oriented** – Focused on student learning outcomes (SLOs) at the course, program and institutional level. Provided institutional leadership with regards to campus-wide assessment activities.
- **Flexible & Creative** – Comfortable and experienced teaching in face-to-face environments utilizing various pedagogical approaches as well as in distant learning environments, both 100% online and hybrid.
- **Gallup Strengths:** Relator – Achiever – Responsibility – Strategic – Learner

HIGHLIGHTED PROFESSIONAL TEACHING EXPERIENCE

SOUTH MOUNTAIN COMMUNITY COLLEGE, Phoenix, AZ

August 2000 - Present

Resident Faculty (August 2000 – Present, full-time)

- Develop and deliver curriculum in Computer Information Systems - programming, web/graphics
- Use innovative methods and materials to produce effective learning experiences including collaborative learning, and innovative fast-track cohort learning approach.
- Program coordinator for Computer Information Systems; Programming & Mobile App Development
- Chaired campus assessment committee (six years)
- Mentor in Maricopa Community College District's "Faculty in Progress" mentoring program
- Oversaw campus New Faculty Experience and mentoring program for probationary faculty for seven years
- Served on numerous committees including hiring, shared governance, and curriculum oversight.

Division Chair – myCareer, Library and Center for Teaching & Learning [mCLCTL]

(May 2020 – May 2023)

- Supervise faculty and staff in myCareer and provide leadership/general oversight to programs in Accounting, Administration of Justice Studies, Business, Computer Information Systems, Entrepreneurship, Health/Wellness/Physical Education, Networking and Cybersecurity, and Construction Trades (Carpentry, Electrical, Plumbing).
- Provide leadership input/oversight of the South Mountain Community Library (SMCL) and Center for Teaching and Learning (CTL) staff, facilities, and programs.
- Provide academic and occupational direction/support to the campus in coordination with the other division chairs and the Vice President of Learning (VPL) office.
- Coordinate academic program review evaluations for the division, and assessment of faculty and staff.
- Approve division expenditures, strategic planning, and budget.
- Oversee academic scheduling; monitor enrollment to direct course additions and cancellations.
- Participate in the Learning Council of the campus shared governance directives.
- Interface with district occupational leadership and industry partners/advisors.

Interim Dean of Academic Innovation (October 2016 – June 2018, full-time)

- Assist Vice President of Learning in the planning, implementation, and evaluation of instructional programs and services.

- Provide leadership for career and technical education and customized workforce development programs.
- Coordinate academic program review evaluations in partnership with faculty, utilizing data for budget outcomes, curriculum planning, staffing decisions, and continuous improvement efforts.
- Oversee academic scheduling; monitor enrollment to direct course additions and cancellations.
- Provide leadership for academic innovation and improved student success outcomes.
- Perform duties required of all college senior administrators including executive councils, committees, community outreach, and district assignments.
- Develop partnerships with other educational institutions (incorporating Prior Learning Assessment), non-profits, and private sector for both credit and non-credit programs.
- Champion for Criterion Four writing of our Higher Learning Commission quality assurance report for accreditation review in 2020. Also worked on Federal Compliance packet.
- Campus Grants Coordinator; Administer Prop 301 and Carl Perkins funds, and internal innovation funds.
- Respond to student issues including grade appeals and formal grievances.
- Oversee class scheduling at off-site locations in Guadalupe and Laveen

Highlighted Achievements

- Recipient of the **2022-23 Excellence Award** from The League for Innovation in the Community College. This is an international nonprofit organization with a mission to cultivate innovation in the community college environment. (March 2023)
- Recipient of Fall 2022 **SMCC Pillar Award for Continuous Improvement & Innovation**. The nomination was based on developing and piloting a reflective assessment approach to student learning. <http://www.tricalico.com/downloads/gradeless.pdf> (January 2023)
- Created and published over 600 content videos in YouTube (averaging about 10 minutes in length) for my programming classes. (<https://www.youtube.com/user/sfhustedde>). Received over 53,000 views and 1000 subscribers in the past year.
- Authored and received a \$20K **Science Foundation of Arizona Middle Skills Grant** to seek new industry partners in providing paid internships (80 hours) to ten engineering, cybersecurity and Information Technology students. Served as the Principal Investigator for the grant.
- Facilitated creation of a partnership with **Galvanize, Inc.** to provide a Credit for Prior Learning track for Galvanize alumni to enter into the SMCC General Business program with twelve credits.
- Developed and instituted an **innovative fast-track cohort approach** to mobile app development tracks in C#/Xamarin; and iOS App development, each consisting of a 16-week immersive, 9-credit experience.
- Authored, received, and administered a \$189K internal grant for enhancing SMCC Engineering Lab.
- Recipient of 2014-15 **SMCC Summit Award** – given to “the employee who has made the most outstanding contribution to the advancement of our vision, mission, and values. It is the highest honor our campus community can bestow upon one of our own.”
- Awarded an **MCLI Learning Grant** to start a “Digital Connect” academic club for students in programming, web/graphics, journalism/English, and business/marketing to develop a mobile app for the campus and a digital student newspaper (April 2015) Produced inaugural edition of Cougar Today.
- **Recipient of second “Excellence” award** (National Institute of Staff and Organizational Development (NISOD) May 2014 – Austin, TX)
- **Recipient of “Excellence in Teaching” award** (NISOD, May 2012 – Austin, TX)
- Coordinated Mobile App Programming curriculum development in Arizona for a seven state, **\$20M TAACCCT grant**.
- Completed a year-long part-time faculty internship at Honeywell Aerospace coding in TCL/TK on the Orion Space Project and overseeing several student interns there.
- Developed eight new courses, two new Associates degrees and six new certificates related to mobile app development and web app publishing.
- Expanded our programming Certificate of Completion / AAS degree.
- Developed Web & Graphic Design Certificate of Completion / AAS degree. The program won a NewsDay award as one of the top online web design programs in the nation (September 2013).

- Developed Lab-Based Learning and flipped classroom approach to instruction for several programming and web/graphics courses.
- Hired, oversaw, evaluated and terminated adjunct instructors teaching CIS105, programming, and web/graphics courses.
- Developed online / hybrid CIS course offerings
- Achieved customer services trainer certification with **Integrity Solutions**. Conducted multiple sessions with South Mountain Community College staff.
- Led Higher Learning Academy for Assessment of Student Learning project team in establishing general education outcomes for campus and course-level student learning outcomes and their assessment.
- Chaired APRASL/iTeachSMART committees for assessment at course, program and institutional level.
- Chaired Maricopa Community College District Instructional council for CIS/CNT/BPC/OAS curriculum.

Courses Taught (most included curriculum development in both face-to-face and online offerings)

- BPC138 – Desktop Publishing (PageMaker; InDesign)
 - BPC278 – Operating Systems and Software Installation (A+ certification)
 - CIS105 – Survey of Computer Information Systems (online; hybrid; and face-to-face sections)
 - CIS114AE – Microsoft Excel – Level I
 - CIS120DA – Desktop Video Editing: Adobe Premiere¹
 - CIS120DC – Computer Animation: Adobe Flash / Animate Pro CC
 - CIS120DF – Computer Graphics: Adobe Photoshop
 - CIS120DL – Digital Video Compositing: Adobe After Effects¹
 - CIS120DO – Adobe Audition: Audio Editing¹
 - CIS121AB – Microsoft Windows – Command Line Operations
 - CIS133 – Internet Development
 - CIS138DA – Publishing with Adobe InDesign
 - CIS150 – Programming Fundamentals (C++; VB.NET)
 - CIS150AB – Object-Oriented Programming Fundamentals (Swift, Python)
 - CIS156 – Python Programming I
 - CIS159 – Visual Basic Programming (VB.NET) Level I
 - CIS162AD – C# Programming – Level I
 - CIS165 – Introduction to iPhone/iPad Programming
 - CIS165DA – Introduction to Android App Development
 - CIS165DB – C#/VB.NET Windows 8 App Development
 - CIS165DC – Xamarin/C# Cross Platform Mobile Development | .NET MAUI Cross-platform (2023)
 - CIS220DC – Advanced Flash / ActionScript Programming
 - CIS220DF – Advanced Photoshop
 - CIS259 – Visual Basic Programming (VB.NET) Level II
 - CIS262AD – C# Programming – Level II
 - CIS265 – Advanced iOS App Development
 - CIS265DA – Advanced Android App Development
 - CIS280 – Special Projects: Adobe Flash/AIR Mobile app development
 - CIS298AC – Special Topics: Cross-Platform Mobile App development with Xamarin / C#
 - CSC181 – Applied Problem Solving with Visual Basic
 - REL243 – Religions of the World (*was also certified in Religious Studies prior to HLC faculty qualifications revision*)
- ¹ taught/developed online CIS120DA/DL/DO for half semester upon removal of an adjunct

SOUTH MOUNTAIN COMMUNITY COLLEGE, Phoenix, AZ
Adjunct Instructor

January 1990 – May 2000

- BPC138 – Desktop Publishing (Aldus/Adobe PageMaker)
- CIS105 – Survey of Computer Information Systems

- CIS150 – Programming Theory (GW-BASIC; HyperCard (Macintosh); QuickBASIC)
- CIS190 – Introduction to Local Area Networks

ERIE COUNTY COMMUNITY COLLEGE, Erie, PA

February 2023 – April 2023

Adjunct Instructor

- CIS130 – Adobe Photoshop (8 week course) – developed all course materials and taught
- In the summer 2022, I developed the proposed curriculum for the **Programming AAS** and Certificate of Completion as well as the **Mobile App Development AAS** and Certificate of Completion program, examining labor market needs in the surrounding area, industry outlook, and potential community partners and employers, and suggested facility needs. Created course competencies and outlines for several new courses:
 - CIS130 Adobe Photoshop (3 credits)
 - CIS135 HTML/CSS Web Development (3 credits)
 - CIS138 JavaScript for Web and Mobile (3 credits)
 - CIS140 Windows Development Level I (C#) (4 credits)
 - CIS150 Java Programming Level I (C#) (3 credits)
 - CIS240 Windows Development Level II (C#) (3 credits)
 - CIS245 Android App Development (Kotlin) (4 credits)
 - CIS248 iOS App Development (Swift) (4 credits)

ESTRELLA MOUNTAIN COMMUNITY COLLEGE, Goodyear, AZ

August 1995 - December 1995

Adjunct Instructor

- CIS133 – Internet / World Wide Web

RELATED WORK EXPERIENCE

ARIZONA STATE UNIVERSITY, Tempe, AZ

March 1989 – August 2000

Technology Support Analyst Principal (Instructional Technologist), full-time

Consulted with faculty on the introduction of technology into the classroom and pedagogical approaches to using instructional technologies in support and delivery of educational materials. Developed various hypermedia materials for instruction and presentation. This included extensive courseware development in a variety of curricula. Developed workbooks, instructor guides, and exercises for use in training faculty and staff in microcomputer applications. Taught lab-based training sessions for faculty and staff. Produced promotional video materials. Served as Blackboard course management system administrator and trainer. Provided technical support campus-wide on a variety of end-user software applications, hardware issues, and facilitated strategic planning for specific departments with regards to technological needs. Oversaw student employees in a microcomputer lab for faculty and staff use, and produced annual budget for the lab and Instructional Support work group. Facilitated various work groups and process re-engineering teams in a TQS/TQM environment.

TRICALICO INTERACTIVE, Phoenix, AZ

April 1998 – August 2005

Owner, Principal, and Software Developer

Developing software for both education and health care industry. Custom software development (Adobe Flash) and consulting/custom training. **Website:** www.tricalico.com

BRADY'S INTERIOR DESIGN AND FLORIST, Scottsdale, AZ

May 1987 – February 1989

Director of Computer Operations

Oversaw all computer operation including data entry, user training, system backup, custom programming and troubleshooting. Developed and deployed inventory software package for 5000 square foot warehouse. Modified existing accounting software. Responsible for corporate payroll and accounts receivable statements.

EDUCATION

- M.Ed (Educational Media and Computers) Arizona State University, Tempe, AZ** December, 1991
 Thesis: *Presentation Design Principles: An Interactive Tutorial*
- Graduate work towards Th.M - Dallas Theological Seminary, Dallas, TX** 1986-1987
- B.A. (English) Arizona State University, Tempe, AZ** December, 1984
 Two years of study in Civil Engineering
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PUBLICATIONS

Developed over 700 training videos for Python, C#/Xamarin/.NET MAUI software development, Android App Development (Kotlin), iOS App Development (Swift), VB.NET, Adobe Flash, and ActionScript – published via YouTube (channel: sfhustedde) Playlists:

- Python (CIS150AB/CIS156) <https://bit.ly/2Q2fiN7>
- C# Level I, Xamarin, C# Level II Cohort (CIS162AD | CIS165DC | CIS262AD) <http://bit.ly/2ZTtZ0i>
- iOS App Development – Swift (CIS165 / CIS265) <https://bit.ly/39CIVZI>
- Android App Development – Kotlin (CIS165DA / CIS265DA) <https://bit.ly/34yuhgU>
- Photoshop Practicum (CIS130 at Erie County Community College, Spring 2023) <https://bit.ly/3IMfBP5>
- C#/.NET MAUI Practicum (CIS165DC – Fall 2023) <https://bit.ly/47bELBZ>

Technical reviewer for **Paul Dietel and Harvey Dietel, *Visual C# 2012: How to Program (Fifth Edition)*** textbook. Pearson Education, Inc. (Prentice Hall), 2014. ISBN: 978-0-13-337933-4

Codeword Challenge. Android game published to the Google Play Store (October 2022). Codeword Challenge is a logic-based word guessing game. A five-letter word is randomly chosen from over 4400 "common" words. The player then enters a legitimate word (over 5700 words are recognized) from the keyboard provided and presses the "submit" button. Feedback is given by color coding each letter of the provided word – a green letter is correct, an orange letter is in the word but in the wrong location, and gray is not in the word. With that feedback in mind, the player repeats the process with a second word, and so forth. The maximum number of attempts is six.

C#/.NET – Windows 8 App Development. Open Education Resource (OER) course published as a National Education Training and Resource (NTER) course by the U.S. Department of Labor – May, 2014 Developed three credit course on Windows 8 App development as part of a Trade Adjustment Assistance Community College and Career Training (TAACCCT) grant. Includes course syllabus, ten lessons with step-by-step training, technical reference, external resources, and applied assignments with grading rubrics. Approximately 350 pages. (http://www.riosalado.edu/materials/_ids/taaccct/CIS165DB/index.html).

Take Me Out to the Ballgame. Windows 8 app published on the Microsoft Windows Store (December, 2014) Interactive app maps and provides step-by-step driving directions to any of the thirty Major League Baseball (MLB) parks from current GPS location or any specified street address or landmark. Awarded an editor's pick as a "Best Windows 8 App" in the Travel category. (<http://bestwindows8apps.net/take-me-out-to-the-ballgame/>)

Developing with Asymetrix ToolBook: Applied Programming Theory

Integrated Media Group; an imprint of Wadsworth Publishing (Thomson) – (Belmont, CA) 1996

Textbook utilizes Asymetrix ToolBook and its OpenScript authoring language to teach fundamentals of programming theory, as well as the ToolBook software development environment. This text was designed for classroom use as well as self-study learning. 528 pages. Adopted at numerous higher education institutions -- Harvard University, Rice University, UCLA, Arizona State University, Virginia Tech, University Karlsruhe (Germany) and University of Brussels being the most notable. ISBN: 0-534-26046-2

Developing with Asymetrix ToolBook: Tutorials and Samples, and Solutions to Hands-On Projects
Integrated Media Group; an imprint of Wadsworth Publishing (Thomson) – (Belmont, CA) 1996

Interactive software tutorials for each chapter of the above text, sample applications and project solutions distributed on CD or floppy disks. ISBN: 0-534-26048-9

Instructor's Manual for Developing with Asymetrix ToolBook: Applied Programming Theory
Integrated Media Group; an imprint of Wadsworth Publishing (Thomson) – (Belmont, CA) 1996

Includes abstracts, instructional objectives, lecture outlines and text bank questions and answers for each chapter of the above textbook. 147 pages. ISBN: 0-534-26047-0

CONFERENCE PAPERS, PRESENTATIONS & WORKSHOPS

“*Look Ma, No Grades!*” (results of reflective assessment pilot in Python programming) presented at *SMCC Faculty Convocation*, August 2022. <http://www.tricalico.com/downloads/gradeless.pdf>

“*The Mobile App Academy at South Mountain*” presented at *Exploring Possibilities* fair (Phoenix), February 2019.

“*From Concept to Code: Mobile App Development*” presented at Betty Fairfax High School (Phoenix), November 2018.

“*Establishing a Culture of Assessment around Course-Level Student Learning Outcomes*” presented with Dr. Camille Newton at The Community College Conference on Learning Assessment; Orlando, February 2015.

“*Mobile App Development*” workshop presented at South Mountain Community College, July 2014

“*Lab-Based Learning in a Mediated Flipped Classroom*” presented with Mr. Mark Nielsen at Teaching and Learning with Technology Conference; Phoenix, May 2014

“*After the Academy: Establishing a Culture of Assessment*” presented with Dr. Rey Rivera, Dr. Camille Newton, Dr. Dawn Pennich-Thacker, and Ms. Amy MacPherson at Higher Learning Commission (HLC) annual conference; Chicago, April 2014.

“*Starting with the End in Mind: Creating, Assessing, and Aligning Student Learning Outcomes*” presented with Dr. Camille Newton, Dr. Dawn Pennich-Thacker, and Ms. Amy MacPherson at the 2013 Student Success Conference; Phoenix, November 2013.

“*Mobile App Curriculum for Maricopa Colleges*” presented to industry and HR leaders at national TAACCCT/ NISGTC grant composium; Boston, August 2013.

“*Google App Inventor: Programming without Code*” presented at Association for Career & Technical Education (ACTE) national conference; St. Louis, November 2011.

“*Adobe Flash: Animation Techniques*” presented at Association for Career & Technical Education (ACTE) national conference; Las Vegas, December 2010.

“*Adobe Flash: Introduction to ActionScript 3.0*” presented at Association for Career & Technical Education (ACTE) national conference; Las Vegas, December 2010.

“*From Objectives To Outcomes: A Hands-On Workshop*” presented with Ms. Amy MacPherson at the SMCC Day of Learning, January 2010.

“*Moving From Objectives To Outcomes*” presented with Ms. Amy MacPherson at the SMCC Day of Learning, January 2008.

Conducted week-long Asymetrix ToolBook software development workshop for high school educators in Calhoun, GA. June 1998.

Conducted week-long Asymetrix ToolBook software development workshop for the U.S. Army Chemical School at Fort McClellan in Anniston, Alabama. May 1997.

“*Virtual Reality: Tools for the Next Generation*” presented at Arizona Educational Media Association conference, Phoenix, AZ, April 1993.

“*Educational Issues in Virtual Reality: A Panel Discussion*” presented at Association for Educational Communications and Technology (AECT) conference in New Orleans, LA, January 13, 1993.

“*Telecommunications in the 21st Century: How will Buck Rogers Learn*” (Part of “Telecommunications Delivery Systems; Where are We Heading? – A Symposium) presented at Association for Educational Communications and Technology (AECT) conference in Washington, D.C., February 7, 1992.

“*Reflections on the Process of Media Design*” presented with Dr. Norm Higgins at Association for Educational Communications and Technology (AECT) conference in Orlando, FL, February 1991.

SOFTWARE PROFICIENCY

SOFTWARE DEVELOPMENT: Languages: C#, VisualBasic.NET, Python, Kotlin, Swift, ActionScript, OpenScript; **Limited use/proficiency:** C++, Java, JavaScript, Objective-C, HTML/CSS, VBA, TCL/TK; **Frameworks:** Xamarin/.NET MAUI; **IDEs:** Visual Studio, Android Studio, Xcode, IDLE

MULTIMEDIA: Camtasia, Photoshop, Flash/Animate, VideoScribe, Asymetrix ToolBook **Limited:** Premiere, AfterEffects, Audition, Illustrator, PageMaker/InDesign

OFFICE: Word, Excel, Access, PowerPoint, Acrobat; **OS:** Windows, MacOS; **Older:** WordPerfect, Lotus 1-2-3

LMS: Canvas, Blackboard, MyITLab (Pearson), WebCT

VOLUNTEER SERVICE

PET PARTNERS

My Rottweiler, Serenity Grace, and I serve as a **registered animal therapy team** with Pet Partners (www.petpartners.org). Serenity has also earned her Canine Good Citizen (CGC) recognition from the American Kennel Club (AKC). We primarily serve monthly at the South Mountain Community Library (City of Phoenix) where children read to Serenity in the library’s “**Sit, Stay, Read!**” program. We have also done several employee wellness visits with Aetna Insurance, Intel, and the U.S. Army Corp of Engineers well as being a regular team at the “**Paws for Study Break**” event each semester at South Mountain Community College for students to de-stress before final exams. [Serenity was retired in June 2022 after five years of service, and sadly, passed way in September 2023]. I hope to train a new therapy Rottweiler in the near future.]

PHOENIX CHILDREN’S HOSPITAL

Serenity Grace and I serve as an **Assisted Animal Therapy (AAT) team** at **Phoenix Children’s Hospital** with a two-hour shift each week visiting patients, their families, and hospital staff. We also do some animal-assisted therapy in the in-patient behavioral unit as well as the physical therapy gym. This is the highlight of my week (and Serenity’s as well!) [Serenity was retired in June 2022 after three years of service.]

TEMPE UNION HIGH SCHOOL DISTRICT Software & App Development Advisor

I have served on the TUHSD advisory board since 2018 with regards to their software development programs and activities.