

ALEX GONZALEZ

Educator | Filmmaker | Creative Technologist

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PROFILE

Educator, filmmaker, and creative technologist with 10+ years of experience teaching STEM, digital media, coding, filmmaking, photography, and web design from elementary through college. Experienced in project-based learning, curriculum development, classroom management, and building student-facing software, digital platforms, and creative technology tools, with parallel professional experience in film production, creative direction, digital product design, and digital media.

TEACHING EXPERIENCE

STEM Specialist — Grades 1–5 | Barnum Public Schools | Bridgeport, CT *Aug 2025 – Jun 2026*

- Taught daily STEM classes of 20–30 students in high-need elementary settings; led hands-on units in 3D design, virtual world building, circuitry, and coding; CPI trained.
- Built a learn-at-home student portal with lessons, activities, and 40+ browser-based STEM tools.

Instructor | Choate Rosemary Hall *2023*

- Taught Filmmaking II and Digital Photography I–II; developed curriculum culminating in original films and photography

Adjunct Media Professor | SUNY New Paltz *2019 – 2021*

- Taught collegiate website development and design, covering brand theory, interface design, and student-created startup projects.

Adjunct Film Professor | Jacob Burns Film Center *2017 – 2019*

- Taught film production and digital media with emphasis on storytelling, camera composition, editing, and technical proficiency.

Adjunct Professor | Workspace Academy *2019*

- Led Unreal Engine and VR design courses focused on coding, prototyping, player interaction, and iterative development.

Digital Media / Technology Instructor | Libraries, After-School Programs & Camps *2015 – 2020*

- Led K–8 and community workshops in coding, digital media, filmmaking, and creative technology across Connecticut and New York.

PROFESSIONAL EXPERIENCE

Founder / Creative Director | Ahoy Indie Media *2022 – Present*

- Produce original video programming, live events, podcasts, and independent media projects while developing supporting digital platforms and creative systems.

AV Director | CPC New Haven *2020 – Present*

- Direct ongoing audio/video production, livestreaming, recording, post-production, and technical media systems.

Creative Director & Product Designer | ApeWorX / Silverback *2021 – 2025*

- Led creative direction and product design across software, brand, film, marketing, and digital-product initiatives.

Executive Digital Platform Director | Mission Anabaino *2023*

- Directed digital-platform strategy and implementation for a multi-site organization.

SELECTED FILM & MEDIA

- Writer/Director, *Creatures in the Tall Grass* (feature film, 2026)
- Producer/Director/Editor, *The Rob Show* (2022–2025)
- Editor/Colorist, *Dallas* (2025)
- Director/Editor, *Silverback Trailer*, *Pantalones Cinematic Skatefilm Opening*, and *ChaosNet Trailer* (2023)

SELECTED AWARDS & ACHIEVEMENTS

- ETHDenver Vega Hackathon Winner (2022)
- Creative-in-Residence, New Haven Public Library (2018)
- Maker-in-Residence, Ridgefield Library (2018)
- Creative Culture Fellowship, Jacob Burns Film Center (2017)
- Middlebury Film Festival selection, *Beyond the Mountain VR FILM* (2017)

EDUCATION & SKILLS

Fairfield University — Major in New Media; Minor in Economics

Teaching & Media: Project-Based Learning • Curriculum Development • Classroom Management • Cinematography & Narrative Film Production • Digital Filmmaking & Photography • DaVinci Resolve • Adobe Premiere • After Effects • Unreal Engine 5

Software & Creative Technology: JavaScript • Vue • Python • HTML/CSS • Git/GitHub • Frontend Application Development • AI-Assisted Application Development & Prototyping