

SHARON SULEMA

Learning Experience & Digital Product Professional

Language Learning | Learning Experience Design | AI-Enabled Development | UX/LX & Research
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PROFESSIONAL SUMMARY

Learning technology professional combining English teaching, learning experience design, product thinking, user research, and AI-enabled development. Experienced in designing interactive learning products across web and VR, translating learner needs into clear digital experiences, and iterating through evaluation, data, and QA.

EXPERIENCE

Methodica

Nov 2025-Present

Digital Learning Producer & Instructional Designer

- Design and produce interactive digital learning experiences for large-scale public-sector and organizational projects, translating learning goals and complex content into clear, usable digital interactions.
- Built and maintain an **AI-assisted production ecosystem** of reusable **Claude Code Skills** connecting Figma-to-code, interaction patterns, QA, responsiveness, and publishing workflows across production teams.
- Lead adoption of **AI-enabled learning-development workflows** through training, job aids, and 1:1 support.

Davidson Institute of Science Education

Nov 2024-Nov 2025

Digital Content Production Coordinator

- Coordinated digital content production and platform operations for VOD Science, a library of **1,500+ educational videos** with **65K annual visits**, and iScientist, with approximately **2,800 registered educators** and **200+ active science experts**.
- Improved **educator-facing user journeys** and instructional content while coordinating cross-functional delivery across content, technology, learning experience, design, marketing, and external suppliers.
- Analyzed **usage and participation data** to identify content and UX gaps and inform ongoing product improvements.

Private English Tutor

2021-Present

- Design and teach tailored **English learning experiences** for children and adults, using **gamification**, digital tools, assessment, and progress tracking to adapt instruction to different learner needs.

SELECTED PROJECTS & RESEARCH

The Mansion - Web Authoring Tool for Educators + VR Learning & Assessment Game | [Project video](#)

HIT, 2025-2026

Designed the **UX/LX and product experience** for The Mansion, developed for Yoya, an independent VR education business. Led product specification, interface planning, evaluation design, research synthesis, and client communication, translating findings from **qualitative user and expert evaluations** into product improvements.

Foreign Language Acquisition Learning Experience in VR | [View publication](#)

HIT, 2025-2026

Co-authored a qualitative study examining factors shaping university students' foreign-language learning experience in VR. Led post-experience interviews and contributed to thematic analysis; co-presented the research at the **21st Chais Conference on Innovation and Learning Technologies**.

Detective - Web Authoring Tool for Educators + Two-Player 3D Learning Game | [Live project](#)

HIT, 2024-2026

Co-designed the **UX/UI and game experience** across Web and Unity environments; led UX research and testing preparation, interface specification, iteration, and QA. The product was published on the HIT Faculty of Instructional Technologies' public portal showcasing student-developed digital learning products.

EDUCATION

Holon Institute of Technology (HIT)

2023-2026

B.A. in Instructional Technologies, Expected 2026 | GPA: 95.97/100

SKILLS

Learning & Product: Learning Experience Design | Instructional Design | UX/LX | Gamification | Product Specification | Feedback Design

Research & Evaluation: User Research | User Testing | Qualitative Research | Thematic Analysis | Learning Analytics

AI & Technical: Claude Code | AI-Assisted Development & Workflow Design | OpenAI API | HTML/CSS/JavaScript | Git/GitHub

Design & Media: Figma | Articulate Storyline | Rise 360 | Adobe Creative Suite | Instructional Video Production & Editing

LANGUAGES

Hebrew - Native | English - Full professional proficiency