

Peter Pielaet-Strayer

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AI-Enabled Learning Experience Designer

I design and build learning systems that reduce friction, improve clarity, and support learner autonomy. My work blends instructional design, AI-powered prototyping, and real-world learning environments, with a focus on helping learners act independently and move through friction.

EDUCATION

M.S. in Learning Design and Technology

University of San Diego — *Expected Dec 2026*

Graduate Certificate in Public Management

Virginia Commonwealth University — *May 2019*

B.A. in Psychology

University of California, Santa Barbara — *June 2015*

Selected Projects & Case Work

Confusion Management Learning System (Case Study)

- Designed a learning intervention to help Title I high school students manage confusion and cognitive overload
- Developed full system: instructional blueprint, eLearning prototype (Articulate), job aid, flowchart, and explainer video
- Applied cognitive load theory, scaffolding, and learner autonomy principles

PMBaseline (Behavior + Learning System Prototype)

- Built a system for tracking physical and mental baseline to support behavior change and self-awareness
- Designed user flows, interaction concepts, and early-stage prototypes using AI-assisted tools (Cursor, v0.dev)
- Focused on habit formation, reflection loops, and actionable feedback systems

Wine With Pete (Learning + Experience Platform)

- Built a multi-channel learning brand combining experiential learning, web design, and content systems
- Designed and launched website, digital products, and structured learning experiences around food, ritual, and conversation
- Implemented email flows, content strategy, and product systems

Educational Journey App (In Progress)

- Designing an adaptive learning system integrating AI, real-world environments, and personalized pathways
 - Developing curriculum frameworks, product concepts, and early-stage prototypes
 - Exploring AR/AI integration for experiential and location-based learning
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PROFESSIONAL EXPERIENCE

AmeriCorps PASS Program Mentor — Oceanside, CA

Sept 2024 – June 2025

- Mentored underserved high school students through personalized academic and social-emotional support.
- Improved student engagement, confidence, and independent task completion
- Designed individualized learning strategies aligned with performance data and SEL needs
- Collaborated with educators and parents to drive student growth and accountability

Wine Educator — Various Locations

2018 – June 2024

- Led educational wine experiences tailored to individual learning styles and preferences
- Designed systems for inventory, menu education, and customer engagement
- Developed strong observational, communication, and facilitation skills

English Teacher — South Korea

2016 – 2017

- Designed and delivered lessons for English language learners across varying levels
- Assessed progress and adapted instruction to meet learner needs
- Built cross-cultural teaching experience in structured classroom environments

Skills

Learning Design

- Instructional Design, Curriculum Development, Learning Experience Design
- Cognitive Load Theory, Scaffolding, Learner Autonomy
- Assessment Design, Content Structuring

Tools & Technology

- Articulate Storyline 360, Rise 360
- Figma, Canva
- Cursor, v0.dev (AI-assisted development)
- Learning Management Systems

AI & Prototyping

- Prompt Engineering
- Rapid Prototyping with AI Tools
- Workflow Automation Concepts

Research & Analysis

- Academic Research & Synthesis
- Qualitative and Quantitative Analysis
- Evidence-Based Design

Communication

- Educational Writing
 - Public Speaking
 - Mentorship & Facilitation
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CERTIFICATIONS & COURSES

- Google AI Essentials — Coursera
- Human-Centered Design — UC San Diego / Coursera
- Visualize Value Curriculum (Figma-based Learning Design)
- National Tutoring Association: Reading, Writing, Holistic Dialogue
- Introductory Sommelier Course