Jason Innes
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Strategic **product and curriculum leader** with 10+ years of experience developing playful, hands-on STEM and computer science learning experiences, along with extensive technical project management experience in other industries. Proven success leading cross-functional teams to launch and scale impactful education products. Committed to expanding equitable access to creative computing.

Professional Experience

Educational Product and Curriculum Consultant
Jason Innes Consulting
2025 – Present

- Designed and authored a comprehensive Grade 3–5 computer science curriculum built around a client's product, integrating creative computing, invention literacy, and standards-aligned CS concepts.
- Delivered professional development services on contract for a PreK–5 robotics client, supporting teacher onboarding and high-fidelity curriculum implementation.
- Delivered business development consulting for multiple EdTech companies, advising on K–12 sales strategy, educator positioning, pilot programs, and product-market fit.

Director of Curriculum, Training, and Product Management
KinderLab Robotics, Inc.
2017 – 2025

- Directed the development and evolution of the KIBO Robot Kit, an award-winning creative coding platform adopted in 3,000+ schools.
- Led cross-functional product development and go-to-market strategies, working with engineering, manufacturing, marketing, and research partners.
- Authored and edited 120+ hours of PreK–5 curriculum integrating STEAM, engineering design, and computer science standards.
- Established and scaled a teacher training program accredited by CSTA as a Quality PD provider, training over 1,000 educators.
- Served as lead spokesperson at national conferences and trade shows, building thought leadership in early childhood CS education.

Co-Founder
CSJumpstartr, LLC
2015 - 2017

- Built and launched a Scratch-based coding education platform supporting creative, content-driven student projects.
- Tested early prototypes with educators, bridging classroom needs with startup innovation.
- Led curriculum and business strategy, securing placement in the 2017 MassChallenge second round.

Professional Experience (Continued)

Senior Consultant and Project Manager
BKP Technologies, Inc. & Versal Technologies, Inc.
1998 – 2015

- Managed large-scale software development, data migration, and validation projects for biotech, pharmaceutical, and finance clients.
- Facilitated cross-functional collaboration among technical teams, business stakeholders, and regulatory groups.
- Delivered compliant, user-centered systems in highly regulated environments.

Community Editor (ZDU)
Ziff Davis, Inc.
1997 – 1998

- Oversaw development of online community features for early web-based computer science learning platform.
- Led market research to define product roadmap.
- Directed user engagement initiatives and managed forum moderators.

Project Leader
Houghton Mifflin Co.
1995 – 1997

- Led development of educational software tools including Common-Space (collaborative writing) and CourseMap (course management).
- Translated market and user research into innovative learning products for K–12 schools.

Teaching Experience

STEAM and Computer Science Educator
Various roles
2013 – Present

Volunteer and professional involvement in a variety of capacities with STEAM education and enrichment, including:

- Designed and taught afterschool robotics and programming classes for K–5 students in Cambridge Public Schools.
- Developed and led Scratch clubs and family coding programs in collaboration with MIT and local community groups.
- Mentored youth at the Flagship Computer Clubhouse at the Museum of Science, Boston

Education

Roger Williams University
Masters Degree (in progress)

Currently enrolled in the STEM Education Masters program in the Graduate School of Education. Expected completion in Fall 2027.

Tufts University
Graduate Certificate

Tufts Graduate Certificate Program in Early Childhood Robotics. One-year program completed in 2018.

Harvard College
B.A, Magna Cum Laude

Graduated Magna Cum Laude with a B.A. in Media Studies. Thesis presented a theory of communication in emerging computer network-based media and examined the methods of community building supported by those media.