

LUIS GAITAN

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<https://gaitaneluis.com/>

EDUCATION

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|-------------|---|
| 2023 – 2025 | Ed.M. in Learning Design Innovation Technology
Harvard Graduate School of Education (Cambridge, MA) |
| 2012 – 2017 | BA in Studio Art (Minor in Spanish)
Sam Houston State University (Huntsville, TX) |

FELLOWSHIPS, AWARDS & HONORS

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| 2025 | Intellectual Contribution Award in Learning Design Innovation Technology
Harvard Graduate School of Education |
| 2024 – 2025 | Cohort Lead - Student Leader in Artificial Intelligence
Harvard University Berkman Klein Center for Internet and Society |
| 2024 | 1st Place Winner of EdTech Hackathon
MIT Sloan School of Management (Cambridge, MA) |
| 2023 - 2025 | Immigration Initiative Harvard Fellow
Harvard Graduate School of Education (Cambridge, MA) |
| 2023 – 2024 | Student Leader in Artificial Intelligence
<i>Harvard Graduate School of Education representative</i>
Harvard University Berkman Klein Center for Internet and Society |

PROFESSIONAL EXPERIENCE

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| 2025 – Present | Founding Executive Board Advisor - AI & Education Research
Valor Heights School, The Woodlands, TX. |
| 2025 – Present | Director of Product and Research
Emancipation Group |
| 2025 – Present | Curriculum Specialist and Teaching Fellow
Harvard University <ul style="list-style-type: none">Class: DGMD E56 - Designing Effective Learning Experience in the Age of Generative Artificial Intelligence |

- Class: DGMD E57 - The Future of Learning: Emerging Technologies and Pedagogical Innovation

2025 – Present **Teaching Fellow**

University of Pennsylvania

- Class: EDUC 6123 - Big Data, Education, and Society

2024 – Present **Lead Game Developer**

August Interactive

2025 – Present **Research Consultant on AI-XR Ethics, Morality Lab**

Boston College (Chestnut Hill, MA)

2024 – Present **Visiting Researcher, Reitaku Center for Digital Communication**

Reitaku University (Chiba, Japan)

2024 – 2025 **Visiting Research Affiliate, MIT Global Languages**

Massachusetts Institute of Technology (Cambridge, MA)

2024 – 2025 **Askwith Forum Planning Committee - AI and Education**

Harvard Graduate School of Education

2024 **Intro to Unity3D (Weekend program for Professionals)**

New York University School of Professional Studies

2023 – 2025 **Artificial Intelligence Informal Advisor/Consultant**

Harvard Graduate School of Education

2023 – 2025 **Artificial Intelligence and Education Policy Advisor**

El Salvador Ministry of Education

2023 – 2025 **Founder of Games + Learning + AI Student Organization**

Harvard Graduate School of Education

2023 – 2025 **Game Design Studio Lab Manager, College of Arts Media and Design**

Northeastern University (Boston, MA)

2021 – 2025 **Artificial Intelligence & Virtual Reality Consultant**

Houston Advanced Research Center

2021 – 2023 **Department Head | Electives & Technology Teacher**

	Learning Prep School (Newton, MA)
2020	Chair of Education National Hispanic Professional Organization (NHPO)
2018 – 2020	Technology Teacher Student Program Coordinator IT Coordinator Esprit International School (Spring, TX)
2016 – 2025	President Creative Director Render Logic Studios
2016 – 2018	International Baccalaureate Middle Years Programme Design Teacher Woodlands Preparatory School (Tomball, TX)
2016 – 2017	Chair of Ethics & Judicial Affairs Houston Millennials
2015 – 2017	United States Congressional Intern U.S. House of Representatives
2010 – 2016	Lead Video Game Designer 3D Artist Epic Software Group

PUBLICATIONS

- Oda, M., Nishizawa, H., **Gaitan, L.**, & Minase, Y., (2026). The Role of Avatar Appearance in Shaping EFL Learners’ Willingness to Communicate. *iLRN 2026* (Accepted, presenting this summer)
- Gaitan, L.**, Peña, M., Vivanco, M., & Stanton, L. (2024). Addressing the digital literacy gap in El Salvador. *Learning Education Policy Analysis to Make The World Better* Volume 2, 277–302.
- Gerber, H. R., & **Gaitan, L.** (2017). “Let’s change already”: Community activism and pro-social play in Egypt. *Educational Technology*, 57(2), 55–61.
- Gaitan, L.**, Gerber, H. R. (2013). Understanding Environmentally Friendly Drilling through

Serious Games. *Games+Learning+Society (GLS) 9.0*, 463–464.

PATENTS

Gerber, H. R., Ashworth, M. L., Cronje, C. S., & **Gaitan, L. E.** (2016). *Pro-social, educational game system* (United States Patent US20160247414A1).

REFEREED CONFERENCE PROCEEDINGS

Gaitan, L., & Gerber, H. R. (2013). Oil rig simulation and serious games. *Academic Arcade Simulation Proceedings of the Annual Conference of the GLS Conference*. Games Learning and Society Conference.

PEER-REVIEWED PRESENTATIONS

Gaitan, L., (May, 2024). Gestures: Human perception of motion in virtual reality. Project presented at MIT Museum: Virtual Reality and The Brain, Cambridge, MA.

Gaitan, L., Lu, M., Dockterman, D. (February, 2024). Using GenAI to support learning at Harvard Graduate School of Education. Three workshops presented regarding the use and impact of AI in Education at Harvard University, Cambridge, MA.

Gaitan, L., Peña, M. M., Vivanco, M., & Stanton, L. (January, 2024). Addressing the digital literacy gap in El Salvador. Paper presented at the Global Education Conference: Education, Climate Change, and Inequality at the Harvard Graduate School of Education, Cambridge, MA.

Gerber, H. R., **Gaitan, L.**, & Cronje, S. (November 2015). Playtesting in mobile game creation: Engagement through play. Paper presented at the Association of Educational Computing and Technology Conference, Indianapolis, IN.

Gerber, H. R., **Gaitan, L.**, Ashworth, M., Bodon, T., Aboukacem, S., & Votteler, N. K. (November, 2015). Mobile gaming, girls' empowerment, and developing nations: A civic

engagement project during Egypt's transitional democracy. Paper presented as Featured Paper on the Association of Educational Computing and Technology, Indianapolis, IN.

Gerber, H. R., **Gaitan, L.**, & Aboulkacem, S. (October, 2015). Designing mobile games for pro-social engagement and environmental awareness in developing nations: The case for Egypt. Paper accepted for the International Council of Educational Media, Medellin, Colombia

Gerber, H. R., **Gaitan, L.**, Ashworth, M., Cronje, S., & Bodon, T. (May, 2015). Citizen media, digital literacy, and mobile games: Shifting pedagogy for exploration and discovery. Paper presented at the International Multidisciplinary Conference on English Language, Literature, and Information Technology. Muscat, Oman.

Gerber, H. R., **Gaitan, L.**, Bodon, T., Ashworth, M. (February, 2015). Mobile games and citizen activism: Empowering girls in community engagement through pro-social gaming apps. Paper presented at the 3rd Annual Mobile Learning Week Showcase at UNESCO Headquarters, Paris, France.

INVITED TALKS

Gaitan, L. (September, 2025). Games and AI for Humanitarian Work. Talk presented at Red Cross Red Crescent. Asia Pacific Youth Network Academy of Leadership and Innovation.

Gaitan, L. (December, 2024). Contemporary Learning with Artificial Intelligence. Talk presented at Reitaku University. Chiba, Tokyo, Japan.

Flowers For the Future (July, 2024). How Using 21st-Century Online Learning Enables Students from Around the World to Remotely Teach Girls in Afghanistan. Talk presented at San Diego Comic Con International. San Diego, CA.

Gaitan, L. (April, 2024). Learner Responsible AI Pedagogies. Talk presented at Escuela Superior de Economía y Negocios - ESEN University. La Libertad, El Salvador.

Gaitan, L. (December, 2023). Game design: Learning. AI. Metaverse. Talk presented at New York University. New York City, NY.

Gerber, H. R. & **Gaitan, L.** (April, 2015). Understanding the power of pro-social mobile games. Paper presented at the Sam Houston Computer Science Conference on Future Tech, Huntsville, TX.

RESEARCH FUNDINGS

2026	Emancipation Group Gates Foundation Knox, Shauna., Gaitan, L. (\$1,800,000) RAG infrastructure for detecting implicit racial bias in LLMs
2014	Sam Houston State University Enhancing Undergraduate Research Experiences and Creative Activities Gerber, H. R., Gaitan, L. , Ashworth, M. (\$8,000) Using Pro-social Gamified Apps to Solve Global Problems

SKILLS

Proficient in: 3D Studio Max, Unity 3D, Unreal Engine, After Effects, Photoshop, Illustrator, MXR, Orange Data Mining, R Studio, Python, and AI Agentic Systems.
Software Development. Public Speaking. Policy Analysis.
Bilingual in Spanish and English