

# TARA ZUBER

Strategic - Creative - Resourceful - Resilient - Adaptable

☎ 812-589-0453

✉ lizante@pm.me

📍 Chicago, IL

🌐 www.tarazuber.com

## PROFILE

I am seeking new opportunities to build on my 14 years of experience in qualitative research, continuous improvement, and implementation to answer new and exciting questions. With my systems-level approach to problem-solving, deep experience in tool and protocol design, and strong communication skills, I am ready to lead teams in research and evaluation, create and execute strategic plans, and bring value to your organization.

## WORK EXPERIENCE

### 2011 - 2025

American Institutes for Research | Chicago, IL

#### Senior Researcher

- Designed and conducted qualitative research to answer questions and inform decision-making
- Developed tools and resources to meet client needs (e.g., implementation workbook, resource repository, student micro-credentials)
- Communicated clearly with multiple audiences, using data to tell compelling stories
- Collaborated with clients to identify needs, document implicit knowledge, and define the key components of programs and interventions
- Managed teams to conduct large-scale data collection and analysis
- Mentored junior staff, building their skills as effective researchers

### 2015 - 2023

Multiple Companies | Remote

#### Freelance Tabletop Game Designer

- Developed engaging systems to model real-world actions within different rulesets
- Translated ideas and concepts to concrete guidelines that empower players
- Created systems and fiction for Magpie Games, 7th Sea, Evil Hat, Onyx Path, and Third Eye Games

## EDUCATION

### UNIVERSITY OF PENNSYLVANIA

- Master of Science in Education for Education Policy

### INDIANA UNIVERSITY

- Bachelor of Arts
- History, Japanese, and Comparative Literature

## SKILLS

- Project Management
- Continuous Improvement
- Implementation and Implementation Fidelity
- Qualitative Research Design
- Interview, Survey, and Observation Protocol Development
- Clear and Effective Communications
- Tabletop Game Design
- Storytelling

## REFERENCES

*References are available upon request.*