Mario Geneau

Bilingual Technology Educator & International Learning Consultant

The Undercover Teacher | Education Without Borders
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Detroit, Michigan, USA | Fluent English & French | Canadian & American citizenship
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PROFESSIONAL PROFILE

Bilingual educator and curriculum developer with a background in graphic design, programming, multimedia and software development. Makes complex technical ideas accessible through clear explanations, visual materials and hands-on learning. Open to international teaching, workshops, instructor development, consulting and educational partnerships for children, teenagers and adults.

TEACHING & CURRICULUM STRENGTHS

- Curriculum and lesson design; visual learning materials; hands-on activities; inclusive instruction and bilingual communication.
- Artificial intelligence, robotics and STEAM, coding, creative technologies, game design and digital literacy.

TEACHING & CURRICULUM EXPERIENCE

STEAM Engineer Instructor - CODE313

May 2026 - Present

- Teach coding, app development, engineering design, robotics and digital technology through practical STEAM learning.
- Guide learners in solving real-world problems through creativity, critical thinking, collaboration and experimentation.
- Develop AI Fundamentals and beginner MakeCode Arcade curricula, along with illustrated materials for the Sound Alive STEAM course in development.

Educational Program Coordinator - André-Grasset College

Montreal, Quebec | 2003 - 2017

- Developed and delivered graphic design and programming courses.
- Coordinated faculty, enrollment and program operations in support of institutional goals.

Professor - New Media - Concordia University

Montreal, Quebec | 1999 - 2018

- Taught graphic design and programming in inclusive classrooms.
- Adapted instruction to diverse learning needs through creative problem solving and design thinking.

Multimedia & Visual Effects Instructor - Various Colleges

Montreal, Quebec | 1997 - 2013

- Designed and delivered hands-on instruction in multimedia, visual effects and web programming, connecting concepts with practical projects and collaboration.

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SOFTWARE DEVELOPMENT & EDUCATIONAL PROJECTS

Freelance Software Developer - mariogeneau.com

Michigan, USA | Remote | July 2025 - Present

- Develop user-centered software and learning tools, connecting interface design with clear technical organization.
- Work with iOS development, AI-assisted workflows and educational technology.

Build Your Own Meeting Action Agent. Developed an eight-lesson, three-module beginner curriculum about building, installing and testing a local Codex plugin.

NovaReader. A learning application bringing course libraries, organized lessons and reading progress into a focused interface.

Sound Alive. Art-centered STEAM curriculum and illustrated materials for beginners ages 12-14; development in progress.

ADDITIONAL PROFESSIONAL EXPERIENCE

Clinical Onboarding & Credentialing Specialist - Centria Healthcare

Farmington Hills, Michigan | 2023 - 2025

- Managed provider credentialing, onboarding and regulatory documentation; coordinated workflows and data integrity across departments.

Program Coordinator - Merakey Autism Center

Dearborn, Michigan | 2021 - 2023

- Managed scheduling, documentation and operational workflows; supported staff onboarding and clear team communication.

Behavior Technician - Merakey Autism Center

Dearborn, Michigan | 2019 - 2023

- Provided individualized ABA therapy, documented observations and progress, and collaborated with families and educators.

Graphic Designer - Various Agencies

Quebec | 1993 - 1997

- Created audience-focused visual materials aligned with client needs and identities.

EDUCATION

Apple Developer Academy - MSU, Detroit

Certificate of completion in iOS Software Development | 2026

Laval University, Quebec

Bachelor in Communication Graphics | 1993

Sherbrooke College, Quebec

Applied Arts (CEGEP) | 1990