



PROFILE

My career has provided opportunities to brainstorm ideas and create new applications, products, and training methods with no road map. I use storytelling, and often humor, to provide high user impact.

SKILLS

Competitive Analysis
User Research
Storyboards
Wireframes
Prototypes
Usability Testing
User Interface Design
Instructional Design
Gamification | Animation
Script Writing
Teaching Bachelor Courses

TOOLS

- Adobe Creative Suite, XD, Captivate
- Wordpress
- Learning Content Management Systems
- Basic CSS, HTML

EDUCATION

General Assembly courses

M.F.A. 3D Animation, Savannah College of Art & Design. *Morris Scheer Fellowship Outstanding Portfolio*

B.A. Computers in Art & Design, Research & Education, San Jose State University

INDUSTRY EXPERIENCE

GEICO, Instructional Designer, 2016 - Present

Developed a rapid prototype to get buy-in from stakeholders and Subject Matter Experts for the first online gamification course in the Company. Over 40,000 associates took the course and provided high remarks shown within survey results.

CONTRACTING INDUSTRY EXPERIENCE

Axiom Resources, Instructional Designer for the Department of Defense (DOD)

Provided usability feedback to programmers to build the first online healthcare system for members in the U.S. military, consisting of a single depository for all health records to be easily assessed. Created training material and traveled to military bases throughout the U.S. to train physicians on the new system.

The Newseum, Instructional Designer

The sole designer to create the first hybrid school at the Newseum, working closely with remote instructors to support their courses on complex topics such as the law and the First Amendment. Used branching scenarios and embeddable applications such as games and quizzes to enhance the learning experience.

Sodexo, Instructional Designer

Managed all phases of production, creating a significant amount of training material in a short time frame for an annual event, Invent2020, viewed by upper management at Sodexo, one of the largest companies in the world.

Innovative Technologies Application, Instructional Designer

Met with the U.S. Coast Guard to create a realistic 3D replica of the dangerous BUSL boat, including interactive simulated job tasks in order to train in a safe setting.

Angle Inc., 3D Artist

Modeled, textured, and animated realistic 3D human characters as part of a ship simulation that won an award for Lockheed Martin.

Klorman Construction, Website Designer/Developer

Designed and developed websites and marketing material for one of the largest construction companies in CA, showcasing their portfolio to win project bids. Worked directly with the VP of Business Development and the President/CEO for over 14 years.