# CONTACT



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## PERSONAL PROFILE

Professional learning experience and interactive media designer. Ability to work with, manage, and mentor others to conceptualize and create clearly organized, measurable, learning experiences using current online learning principles and authoring tools positively and productively. Strong acumen to assess and guide corporate and academic online learning and training initiatives.

Skilled in shifting perspectives from detailed content creation to broad scope, solutions-oriented, strategic thinking. 20+ years hands-on experience with media design authoring tools and learning management systems with ability to shift into production mode with ease and troubleshoot technical situations.





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LEARNING EXPERIENCE DESTANTS

# **EXPERIENCE**

#### **LEAD LEARNING EXPERIENCE DESIGNER 2014-CURRENT**

Ease Learning (easelearning.com) Corporate, Academic, Workforce Development Projects **Remote Position** 

#### **SENIOR INSTRUCTIONAL DESIGNER 2013-2014**

Southern New Hampshire University, College of Online and Continuing Education

#### **DIGITAL MEDIA INSTRUCTOR 2001-CURRENT**

Modesto Junior College, Modesto, CA Community College of Vermont (2008 to 2012)

### **LEAD CONTENT DEVELOPER 2009-2013**

Kaplan University, Center for Teaching and Learning

### MANAGER OF TECHNOLOGY LEARNING SERVICES 2003-2009

Landmark College, Putney, VT

### **BUSINESS OWNER / 3D ANIMATOR, GRAPHIC DESIGNER 1996-2003**

SWAY Design, New York, NY Mesmer Animation Labs, Seattle, WA

# **ACHIEVEMENTS**

### **AUTHOR 2002-2015**

Exploring Adobe Flash CS4 to CS5

Interactive Media Design & Development with Adobe CS6 Exploring Adobe Illustrator CS to CS6 Exploring Adobe Photoshop CS to CS6

#### **PRESENTER 2003-2023**

For current work on accessibility, copyright, image design, storyboarding Modesto Junior College Faculty Symposiums (2017 & 2013) KU Village, Kaplan University (2010, 2011) Universal Design and Accessibility for WCET and WUDNE (2007) Interactive Television Authoring Program, Lisbon, Portugal (2003-2004) Flash Forward, 2002; and other conferences nationally and internationally



MA TEACHING with TECHNOLOGY 2002

Marlboro College, Vermont

THE TECHNOLOGY OF MUSIC PRODUCTION 2022

Certificate, Berklee School of Music, Coursera



**BA MODERN DANCE 1992** 

University of Oregon, Eugene, Oregon





**Articulate Storyline/Rise** 

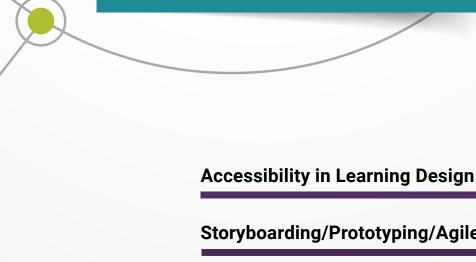
**Learning/Content Management Systems** 

**Visual/Motion Graphic Design Principles** 

Online/Micro/Mobile Learning Design

# ADDITIONAL INFO

- Positive, team player
- Solution-focused, troubleshooter
- Big picture to detailed oriented
- Self-motivated, pro-active, autodidactic
- Loves to dance



**Storyboarding/Prototyping/Agile Development Learning Path/UI/UX** 

ANNESA HARTMAN

**Learning Assessment, Analytics, Alignment** 

**Diversity, Equity and Inclusion** 

HTML/CSS