

ANNESA HARTMAN

802/275/2445 – annesahartman@gmail.com

Professional learning experience and interactive media designer. Ability to work with, manage, and mentor others to conceptualize and create clearly organized 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 jump into production mode with ease and troubleshoot technical situations.

LEARNING DESIGN and TEACHING EXPERIENCE

Lead Learning Experience Designer

Ease Learning (easelearning.com)

Remote, January 2014 – current

- **Led learning designers** in the assessment, planning, developing and production of online learning initiatives for higher education, including Boston University, Brandeis University, North Orange Continuing Education, Landmark College, New England College of Optometry, and the American Society of Mechanical Engineers
- **Developed interactive trainings** using Articulate Storyline, Rise, Captivate, Camtasia, Vyond, AI generators, and Adobe Creative Suite for corporate and non-profit clients, including Habitat for Humanity, Lego, Framingham Heart Institute, and the Air Transport Services Group
- **Consulted in the agile development of Skillways, an outcomes-based software program** creating wireframes and prototypes for its competency-based approach to online learning design
- **Collaborated with subject matter experts** in creating accessible, UDL guided content and assessments for topics ranging from cybersecurity to healthcare, law, robotics, childcare, and neurobiology
- **Designed LMS learning paths, graphics, and style guides** for Canvas, Blackboard Ultra, Docebo, Moodle, and Brightspace, among others
- **Developed storyboards, graphics, videos, prototypes for micro-learning** and scalable trainings
- **Built courses under production deadlines**, led quality assurance reviews, and was a go-to technical troubleshooter
- **Recorded voice over** for numerous multimedia interactions

Senior Instructional Designer

Southern New Hampshire University, COCE
March 2013 to December 2013

Computer Graphics Online Course Instructor

Modesto Junior College, Modesto, CA – 2001 to current
Community College of Vermont – 2008 to 2012

Lead Content Developer

Kaplan University, Center for Teaching and Learning
Remote, March 2009 to February 2013

Instructional Designer and Manager of Technology Learning Services

Landmark College, Putney, VT – June 2003 to February 2009

Instructional Design, Graphic and Web Design (independent contract work)

Multiple clients from 1996 to current

Media Communications Instructor, Online Course Developer

United Digital Artists and Future Media Concepts, New York, NY – 1998 to
2002 Bellevue Community College, Seattle, Washington –1998, 1999

Co-Creator, Director, Softimage 3D Instructor

Mesmer Animation Labs, Seattle, Washington – 1996 to 1999

PROFESSIONAL EXPERIENCE**Business Owner, Principal, Creative Designer**

Sway Design, Inc., Brooklyn, New York – 1999 to 2002 (swaydesign.com)

Emerging Manager Training Program

Kaplan University, 2011

Well versed in today's learning/content management systems, Adobe Creative Suite, Articulate 360, MS Office Suite, HTML/CSS, audio/video creation/editing; storyboarding for animation, audio, video; digital media accessibility and copyright, UX/UI, micro and mobile learning principles, online program assessment and implementation plans, learning analytics/insight presentations, systems wireframing, pitch deck and training material creation, digital media training and mentoring, public speaking/presenting, communicating technical concepts from developers to clients.

Authored | Cengage Learning

- *Interactive Media Design & Development with Adobe CS6*, July 2012
- *Exploring Adobe Illustrator CS to CS6*, June 2002 to 2015
- *Exploring Adobe Photoshop CS to CS6*, June 2002 to 2015
- *Exploring Adobe Flash CS4 to CS5*, Cengage Learning, June 2010, 2011

Presenter for current work on accessibility, copyright, image design, storyboarding; Modesto Junior College Faculty Symposiums (2025, 2017 & 2013), KU Village (2010, 2011), Universal Design and Accessibility for WCET and WUDNE (2007), Interactive Television Authoring Program, Lisbon, Portugal (2003-2004); Flash Forward, 2002; and other programs nationally and internationally.

EDUCATION

Master of Arts in Instructional Design | Teaching with Technology

Marlboro College Graduate School, VT, 2002

Bachelor of Arts in Dance

University of Oregon, Eugene, OR, 1992

Berklee School of Music | Coursera

Electronic Music Production Specification, 2023

Advanced Online Instruction Cohort, 2024 and OER/ZTC Online Training, 2021

Yosemite Community College District, California

Adobe Digital Literacy Café Webinar Series | Using AI Generative AI

February 2025

PORTFOLIO

Align Learning Design

alignlearningdesign.com

LINKEDIN

[linkedin.com/in/annesahartman](https://www.linkedin.com/in/annesahartman)