

Katherine Starr

Instructional Design * Curriculum Design * Learning Experience Design* Gamification

CONTACT

- Available Upon Request
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PROFILE

Design learning solutions that address skill gaps and scaffold complex content to facilitate learner success. Leverage multimedia, software tools, and game dynamics to support development of mental models that promote transferable learning. Engage and motivate learners in face-to-face or remote learning environments. Iterative, evaluative design process to ensure learning gaps are identified and learning objectives are met.

SKILLS

- Quality Matters:
- APPQMR & PRC Certified
 - Instructional Designers Association
- ADDIE • SAM • Agile • UbD • UDL
Editing/Proofreading/Organization
MS Office 365 • D2L Brightspace (cert.)
Camtasia/Snagit • Storyline/Rise
Zoom • Webex • Moodle • Canvas
Adobe Creative Suite • WordPress
Adult Learning • Distance Education

EMPLOYMENT

Associate Instructional Consultant

May 2020 –Present —Central New Mexico Community College, ABQ, NM

- Design and implement multimedia onboarding instruction for faculty and students
- Write and storyboard training videos, multimedia documents, and orientation courses
- Lead and facilitate live trainings in LMS tools, best practices, and technical support
- Provide live training presentations and mentoring for best practices and technical support
- Consult and collaborate with SMEs to design new and revamp existing courses
- Assess learning gaps, design targeted solutions, evaluate results, and refine curriculum
- Leverage software tools to create engaging content that meets Quality Matters standards
- Track LMS updates, inform supervisors of changes, and advise actions/training for stakeholders
- Update, edit, organize, and redesign documentation and instruction
- Evaluate new/unused software tools for value/application and produce training materials
- Balance numerous projects, manage timelines, and ensure quality deliverables meet deadlines

EDUCATION

Master of Arts, University of New Mexico

May 2021

Organization, Information & Learning Sciences; Concentration in Instructional Design & Technology

GPA 4.07 on a 4.0 scale

Bachelor of University Studies, University of New Mexico

May 1992

magna cum laude, with distinction

Gymnastics Program Director and Curriculum Developer,

May 2010–May 2020 —Sandia Acrobatic Gymnastics Academy, ABQ, NM

- Design and implement curriculum based on child development theory and gymnastic fundamentals
- Train/supervise staff
- Present instruction for training clinics and create training materials for staff

Research Assistant

October 2019-March 2020 — Leah Buechley PhD, Computer Science, University of New Mexico, ABQ, NM

- Organize and assist new lab set-up
- Apply basic computer programming to create procedurally generated images to product multimedia products
- Experiment with conductive materials to produce interactive electronic art

EXPERIENCE

- 20+ years in education/instruction
- 30+ years in customer service
- 7+ years in online learning (student & facilitator)
- 2+ years of instructional design
- 12+ years professional curriculum design
- 20+ years home school learning design
- 12+ years of gamified instruction (PK-12)
- 2+ years of gamified instruction (higher ed)
- 1+ years of remote work