

## KATHERINE STARR

**PROFILE** Design learning solutions that address skill gaps and scaffold complex content to facilitate learner success. Leverage multimedia, software tools, evidence-based adult learning strategies, 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.

### EXPERIENCE

#### **ASSOCIATE INSTRUCTIONAL CONSULTANT**

##### **CENTRAL NEW MEXICO COMMUNITY COLLEGE, ABQ, NM**

May 2020- Present

- 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

#### **GYMNASTICS PROGRAM DIRECTOR AND CURRICULUM DEVELOPER**

##### **SANDIA ACROBATIC GYMNASTICS ACADEMY, ABQ, NM**

May 2010–May 2020

- 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**

##### **LEAH BUECHLEY PHD, COMPUTER SCIENCE, UNIVERSITY OF NEW MEXICO, ABQ, NM**

October 2019-March 2020

- 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

### EDUCATION

#### **MASTER OF ARTS IN ORGANIZATION, INFORMATION & LEARNING SCIENCES; CONCENTRATION IN INSTRUCTIONAL DESIGN & TECHNOLOGY**

University of New Mexico, May 2021 / GPA 4.07 on a 4.0 scale

### SKILLS

ADDIE/SAM • Backwards Design • Technical Writing/Editing/Proofreading • Adult Education • Distance Learning • Microsoft Office Apps • LMS: D2LBrightspace (Certified), Blackboard, Moodle, Canvas • Quality Matters (Certified) • Camtasia/Snagit • Storyline/Rise • Adobe Creative Suite Production • Storyboarding/Video Editing/Video Production