

Joshua Stoner

Designer

Boston, Massachusetts
717 357 0948
itsjoshstoner@gmail.com

Personal Skills

Problem Solver
Flexible
Detail Oriented
Self-starter
Motivated
Collaborative

Computer Skills

Platforms

Mac & Windows

Software

Adobe Captivate
Adobe Illustrator
Adobe Indesign
Adobe Photoshop
Articulate Storyline
Articulate Studio
Microsoft Office
InVision App
Principle App
Sketch App

Languages

HTML5
CSS3
JavaScript

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Objective

I am a passionate designer who thrives in bringing fresh and relevant designs to my work that executes a level of intent and purpose while providing a solution for each project I work on, no matter the medium.

Summary of Experience

UI & Graphic Design Project Management Client Facing Work
User Experience Design Collaborative Design Curriculum Development

Education

M.S., Instructional Technology // 2012

Bloomsburg University of Pennsylvania

B.A., Anthropology // 2011

Bloomsburg University of Pennsylvania

History of Experience

Instructional Designer/Content Developer // 2014–2016

Cursim, a division of Omniplex, Ltd.

- Presentations and client facing proposal work, bringing in new clients and presenting prototypes for project execution and client approval.
- Wireframing and prototyping of learning content and structure for creating and developing meaningful interactive learning content and designs that utilizing instruction and UX strategies within client branding requirements.
- Managing multiple projects at varying stages of design, proposal, development, media asset creation, whether it is use of video, images, animation, iconography or a mix.
- Blog writing for community building and teaching which includes tutorials, use cases, guides, tips and tricks, and experience case studies.

Instructional Designer // 2012–2014

SoftAssist

- Project management of course lifecycle from ideation to completion through a focus on instructional strategies, UX, subject matter expert involvement and course development.
- Design and creation of media elements for projects including building out the final courses for clients.
- Global subject matter expert collaboration and meeting facilitation for clarifying and appropriating learning content, project kick-off, learning course structure, and designs reviews in course development cycle.

Instructional Design Graduate Assistant // 2011–2012

Institute for Interactive Technologies

- Training manual design, job aid creation, video recording, media asset creation, and eLearning module development with companies such as Kellogg's and the National Sexual Violence Resource Center.

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References

Tom DiMartini

Director of Content
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David Anderson

Director, Customer Training
// Articulate

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Awards & Honors

Articulate Boston Roadshow Presenter // 2016

Articulate

An event at MIT, where I was given the amazing opportunity of teaching new users an interactive card design that utilizes different features of the Articulate Storyline software to achieve advanced interactivity and design creations.

30 Under 30 Learning Leader // 2015

Elliot Masie's Learning 2015 Conference

Accepted into the program that provides visibility, voice, and development to thirty chose learning leaders under the age of thirty as they become the next generation of learning leaders.

E-Learning Cook-Off Chef // 2015

The Association for Talent Development—Bay Colonies

Three E-Learning designers and developers used their expertise in design and development to “cook-up” an online training demo using three different tools in front of a live audience.

Best Learner Experience // 2014

The Association for Talent Development—Greater Boston

Four E-Learning designers and developers, each with a different tool, “cook-up” a design in front of a live audience based on a mock training need. As a result, I was award the title of best learner experience based on the concept, functionality, and design approach of my creation.

Articulate Boston Roadshow Presenter // 2014

Articulate

An event at MIT, where I was given the honor of teaching new users of the Articulate Storyline product on how to use the software, design tips, and development tricks in the industry of rapid instructional design and development.