



JEREMY HOPPER

INSTRUCTIONAL AND GRAPHIC DESIGNER

Education // Design // Multimedia // Learning Technologies

EXPERIENCE (15+ YEARS)

Aug 2023 - Present

Senior Director of Learning Solutions
DOWNING EDTTECH CONSULTING

RESPONSIBILITIES:

- Develop and maintain resources that facilitate workshops, seminars, webcasts, and other learning experiences effectively.
- Define templates, standards, and conventions to streamline content development.
- Contribute monthly content to eMagazine and produce audio and video resources for social media platforms.

Nov 2021 - Aug 2023

Manager of Instructional Design and Technology
ONSITE PARTNERS INC.

RESPONSIBILITIES:

- Support the development of in-person and online courses and workshops.
- Write original content and design learning experiences for all users, including technology implementations.
- Configure, support, and manage content on appropriate systems.

Apr 2019 - Aug 2023

Instructional Designer/PM
DOWNING EDTTECH CONSULTING

RESPONSIBILITIES:

- Use industry standard software (Articulate) to design and develop online learning modules in collaboration with SMEs.
- Design and develop custom graphics for use in learning modules.
- Manage projects across ID team.
- Design and develop original courses and course content.

Apr 2018 - Nov 2021

Instructional Designer
ARIZONA STATE UNIVERSITY (UTO)

RESPONSIBILITIES:

- Develop and deliver professional development workshops covering Canvas, pedagogy, and learning technologies.
- Provide one-on-one office hours consultation to faculty and staff of all levels regarding Canvas and learning technologies.
- Recommend creative and effective uses of learning technology.

Aug 2015 - Apr 2018

Instructional Designer
ARIZONA STATE UNIVERSITY (CLAS)

RESPONSIBILITIES:

- Plan, develop, and deploy instructional design strategies for online and hybrid courses and course materials which meet University, College, and department standards.
- Work as a team member on large scale initiatives involving departments and schools across the college and University.
- Recommend effective and creative uses of technology to enhance learning experiences.

EDUCATION

2019

MEd - Learning Design and Technology

SKILLS ACQUIRED:

Knowledge in and proficiency with pedagogical theories, learning tools, assessments, emerging technologies, and learning experience development.

2014

MSTech - Graphic Information Technology

SKILLS ACQUIRED:

Knowledge of and proficiency in graphic information, web heuristics and design, print media, and technology. Mastery of design principles.

2008

BFA - Digital Art (3D Animation and Prototyping)

SKILLS ACQUIRED:

Proficiency with design technologies, 3D animation, storyboarding, photo and video editing, web development, and fine arts.

CONFERENCES

2019

CanvasCon

Presenter - ASU Sun Devil Canvas Experience

PERSONAL

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[LinkedIn Profile](#)

[Portfolio](#)

MY OBJECTIVES

I am looking to combine appropriate design principles, technology, and pedagogical practices to create innovative and impactful learning experiences. I aim to be a part of something important and I strive to create meaningful, inclusive engagement.

SKILLS

Design	<div></div>
Teaching/Training	<div></div>
Writing	<div></div>
Media Development	<div></div>
Critical Thinking	<div></div>
Technology Usage	<div></div>

STRENGTHS

Creativity	<div></div>
Reliability	<div></div>
Communication	<div></div>
Leadership	<div></div>
Collaboration	<div></div>

TOOLS

Adobe CC	<div></div>
Canvas and Bb	<div></div>
Articulate	<div></div>
Microsoft Office	<div></div>
Learning Tech	<div></div>