David (DJ) Johnson

Providence, RI 02905 www.linkedin.com/in/dj-johnson

Instructional Design & Learning Specialist

Collaborative, highly effective leader passionate about aligning learning & development strategy with overall goals

Creative, innovative and results driven professional with a special aptitude for developing and executing learning strategies and curriculum. People oriented with experience in Instructor Led Training (ILT), Computer Based Training (CBT), and Webinar Training. Well-rounded perspective on the planning, execution, and measurement for all initiatives under-taken.

Critical Thinking | Curriculum Development | Creativity |Video Game Design & Development Multimedia & Video/Audio | Learning Strategies | Instructional Design | Communications | Blended Learning | E- Learning Project Management | Technology Integration | Content Development | Coaching & Mentorship Process Improvement | Knowledge Management | Training & Development | Digital Learning | Outreach & Marketing Human Centered Design | Low-to-High Fidelity Prototyping | Maker Technology

Professional Experience

New England Institute of Technology

Full Professor, Video Game Design and Development (2008 – Present)

Professor-at-Large for Graphics Multimedia and Web Design, Digital Media Production, Information Technology, Cybersecurity, Engineering, Master of Engineering Management, Master of Applied Design

Responsibilities include applying adult learning theory, teaching courses, grading tests, giving assignments, preparing course curricula, and evaluating students.

- Learning specialty in communications, team dynamics, creative development, and project management courses
- Focus on entertainment and serious game theory and design
- Teaching 3D design and modeling, digital storytelling, and writing
- Supporting foundation instruction in scripting-based game engines
- Enriching student and alumni community through outreach and networking
- Implementing the teaching methods and standards of academic excellence as outlined by the faculty head for the course or class
- Ensure that students have a good understanding of the class rules and performance standards as required for passing the grade
- Designer Master of Applied Design Program
 - Focus on innovation and change leadership
 - Features Human Centered Design, Design Think, Universal Design and Agile
 - o Low to High Fidelity Prototyping
 - o Improvisation and Storytelling
 - o Emphasis on critical observation and questioning

Adjunct Professor, Multimedia and Video/Audio sequence (2007 - 2008)

Taught students in specific field of expertise along with developing and managing the class syllabus and ensuring that the syllabus met department and college standards

- Planned and created lectures, in-class discussions, and assignments
- Graded assigned papers, quizzes, and exams
- Assessed grades for students based on participation, performance in class, assignments, and examinations
- Reported student learning outcomes, class reviews, and analyzing student data
- Collaborating with colleagues on course curriculum
- Advised students on how to be successful and achieve goals
- Stayed updated on innovations and changes within Multimedia/Video & Audio
- Taught studio, field, and post-production theory and technology
- Researched Digital Imaging and Mesh-to-Game technology

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2007 - Present

David	Johnson	

In-Depth, Inc.

Consultant for Marketing (2005 - Present)

Designed and executed strategies and materials for grassroots marketing and outreach.

- Developed Marketing systems that increased early ticket sales and awareness for the Apeiron Sustainability Festival
- Created and helped execute a more cohesive communication plan for the Environmental Council of Rhode Island

Designed and implemented campaigns that increased membership in energy programs for Massachusetts Energy

Creative Director/Writer (2003 – 2010)

Projects included three Native American documentaries and a series featuring environmental solutions for consumers called, SmartLiving.

Additional Relevant Experience & Projects

- Ohio University Scripps School of Communication, Visiting Professor, Video Sequence
- Rhode Island Secretary of State Office, Executive Producer
- Transformational Games
- Newport Naval War College, Center for Cyber Conflict, Executive Producer
- Cyber Security Challenge Game
- Project Griffin, 367th Training Support Squadron at Hill Airforce, Executive Producer
- Developed an alpha version of a game intended to be used to refresh basic response procedures for deployed airmen
- U.S. Green Building Council, RI Chapter, Chair- Technology Committee
- Spot Digital Video, Inc, Owner & Executive Producer
- Digital production company to serve the corporate communications market of Southeastern New England
- T-evolve, Consultant and technical advisor
- Virtual Escape Room teamwork analyzer
- Brown University School of Psychology, Facilitator and Technical consultant
- MIXIR Virtual Reality Experience
- RIVR, Advisor to the director
- Rhode Island Secretary of State Office of Education and Public Programs, Project Advisor
- Get Out the Vote Design Contest

Education

- Master of Fine Arts (MFA), Creative Writing, Lesley University, Cambridge, MA
- Bachelor of Arts (BA), Communication, Rhode Island College, Providence, RI

Awards

- 3 New England Emmy Awards
- 5 Telly Awards
- Videographer Award

Technical Skills

Black Board CMS | Canvas CMS | PowerPoint and Prezi |Adobe Acrobat |Google Docs | Wikispaces | Flash |Unity Unreal Development Kit | VR/AR/MR | Perforce Software Version Control System | Atlassian Suite: Jira, Confluence and Hipchat Discord/Slack | Agile/Scrum | Electric Image |Silo II |3D Studio Max | Maker Technology | Stepcraft Additive Subtractive Technology ShopBot CNC | Epilogue |Vectrics VCarve | Dreamweaver | Flash | Director DVD Studio Pro |TCP/IP servers | QuickBooks Filemaker Microsoft Office Suite | Network systems (MS and Mac OS) | AVID | FinalCut Pro | QuickTime, Windows Media Producer Adobe Premiere | Adobe Illustrator | Photoshop | Aftereffects | Motion Peak, Sound Designer | Sound Edit |Peak

2003 - Present