

Morgan Carter

Instructional Designer

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WORK EXPERIENCE

RENT-A-CENTER CORPORATE OFFICE

FEBRUARY 2019 - PRESENT

DESIGN AND DEVELOPER I

- Design, develop, and implement training programs to achieve a blended learning approach across the organization
- Review, edit, and/or re-design existing programs
- Communicate with appropriate departments in the development of training
- Partner with members of the team to meet design goals efficiently, effectively, and within the specified time frame
- Provide input into detailed project plans, work assignments, target dates and other aspects of assigned development projects
- Assess and recommend alternative methods of delivery programs to all levels of coworkers

KLEIN BUENDEL

NOVEMBER 2017 - OCTOBER 2018

INSTRUCTIONAL DESIGN SPECIALIST

- Translated understanding of learning theory, design principles, and technology into the design of effective learning products.
- Identified and proposed appropriate educational strategies and learning objectives to improve knowledge, attitudes, and health behavior.
- Developed content sequencing, outlines and approaches for content, created flow diagrams and wireframes, and presented design plans to internal and external collaborators and clients.
- Researched, wrote, and edited educational content, collaborating with subject matter experts, and created materials such as manuals, specifications documents, and instructor guides.
- Conducted interviews, focus groups, and usability testing of programs with end users for feedback to allow for iterative development.

ARAPAHOE COMMUNITY COLLEGE

NOVEMBER 2016 - NOVEMBER 2017

INSTRUCTIONAL DESIGNER

- Provided leadership and expertise in the design, development, and maintenance of face to face, hybrid and primarily online classes.
- Built online scenarios for students to navigate curriculum and interact with a more engaging and interactive platform.
- Developed and implemented new strategies for using technology and in training faculty, staff, and students.
- Advanced Quality Matters principles and implemented strategies.
- Assisted the entire Healthcare Faculty Team to create accessible content and activities in an online environment.

EDUCATION

UNIVERSITY OF NORTH TEXAS

AUGUST 2011 - DECEMBER 2014

BACHELOR OF APPLIED ARTS AND SCIENCES

Applied Technology and Performance Improvement

INTERACTIVE ACTIVITIES

- E-LEARNING SIMULATIONS & GAMES
- BRANCHING SCENARIOS
- CHARACTER-DRIVEN STORYTELLING
- ADAPTIVE ASSESSMENTS
- INTERACTIVE PRESENTATIONS
- IMAGE-RICH INFOGRAPHICS

PROFESSIONAL SKILLS

INSTRUCTIONAL DESIGN AND EFFECTIVE LEARNING EXPERIENCES

INTERACTIVE AND ENGAGING ACTIVITY DESIGN AND DEVELOPMENT

ADOBE CREATIVE SUITE AND GRAPHIC DESIGN PRINCIPLES

WEBSITE DESIGN, DEVELOPMENT AND MANAGEMENT
