

Group Multimedia Developer

A dynamic and innovative Multimedia Developer, specialising in crafting high-quality digital learning assets that significantly enhance online learning experiences. Expertise lies in utilising a diverse array of multimedia content generation tools to create engaging and interactive educational materials. Adept at interpreting complex briefs and delivering projects within challenging timelines, ensuring that all digital assets align with pedagogical frameworks that promote social, collaborative, task-based, and independent learning.

Excelling in communication, bringing a creative mindset to the table, and a fervent passion for developing exceptional learning experiences that yield impressive outcomes.

Areas of Expertise

- Filming
- 2D Animations (Vyond)
- Editing (Premiere Pro)
- Digital Technologies
- Adobe Creative Cloud
- Microsoft 365
- Moodle (OpenLMS)
- Web Design (Wix)
- Production Management
- User Interface Designs
- Extended Realities (XR)
- YouStream

Professional Experience

Activate Learning, Guildford

December 2022 – Present

Group Multimedia Developer

Developing high-quality, digital learning assets using a variety of multimedia content generation tools to enhance the learner experience and engagement with online learning. Working to challenging timescales and producing digital learning assets based on framework that emphasises social, collaborative, task based and independent learning. Also working with a range of extended realities to embed digital technologies into curriculum.

- Working with key stakeholders to design and develop outstanding digital course content across a wide range of multimedia. Including: 2D animations (using Vyond), UI Design and Development, Explainer Videos. Project manage production timelines of online assets to support Learning Technologists, Online Learning Designers, Digital Advisors' course production scale.
- Creating a wide range of engaging eLearning modules incorporating 2D animations, video, audio, 360 Immersive learning packages, characters, quizzes etc.
- Working with key stakeholders to translate their requirements into content proposals, design plans and storyboards.
- Working in the TEL (Technology Enhanced Learning) room to promote and train staff and students in using a range of extended realities (VR, AR, Immersive Rooms).

South Thames College Group, Kingston

August 2021 – December 2022

Digital Content Developer

Working as a conduit between the LRC and the Digital team to support the development of high-quality digital media content and resources.

- Creating, coordinating, and managing high quality digital content including videos, animations, websites, blogs, press releases, infographics, and podcasts.
- Providing set-up, administrative and content support to teaching staff for their VLE courses (Moodle, OpenLMS)
- Designing and creating interactive courses with a variety of course structures and content (H5P, branching scenarios, quizzes).
- Working as part of our AskLRC service, offering support to learners and staff on using their college systems, library resources and Moodle queries.
- Responsible for the LRC's social media presence and running engaging social media campaigns to promote the services, initiatives, and courses.
- Providing regular reports of content/usage of curriculum VLE courses (SQL reports).

Education

L4 HNC in Creative Media Productions (Film and TV) - Distinction

Kingston College, Kingston

L3 BTEC in Creative Media – Distinction* Distinction* Distinction

Kingston College, Kingston

9 GCSEs including English (8) and Maths

Esher Church of England High School

Freelance Work Experience

Editor – Matthew Hackney Foundation (2021)

Editor – BeBold History (2021)

Film / Editor – Hurst Park Primary School (2020)

Film / Editor - Bromley Tennis Centre (2019, 2020)

Film / Editor – Aldershot Tennis Centre (2019)

Waiter – Five at the Bridge (2018 – 2019)