

# GENEVIEVE KING

GENNA.KING17@GMAIL.COM  
MILLCREEK, UTAH

## SOFTWARE

- Articulate Storyline
- Articulate Rise
- Vyond Animation
- Adobe Illustrate
- Adobe InDesign
- Adobe Photoshop
- Microsoft Suite
- Canva Pro
- Mindmeister
- Camtasia

## SKILLS & KNOWLEDGE

- Graphic Design
- Gamification
- ADDIE Model
- Research and Analysis
- Problem Solving
- Pedagogical Theories and Principles
- Adult Learning Theory

## EDUCATION

- Masters of Education in Instructional Design and Educational Technology – May 2025 (University of Utah)
- Bachelor of Arts in Secondary Education, English – Dec 2019 (Great Basin College)

## SELECT VOLUNTEERING

- Graphic Design for Ultimate Frisbee (2019- present)
- Directing Theatre Programs (2019-present)
- High School Debate Coach (2018-2020)

## SELECT EXPERIENCE

### **Instructional Designer, August 2022-present**

*University of Utah – Salt Lake City, UT*

- Analyzing the needs, knowledge gaps, and goals for training through working with end users, subject matter experts, and stakeholders.
- Designing storyboards that include content, structure, duration, assessment, and feedback.
- Developing e-learning in animation software and Articulate 360. This process includes recording, graphic design, and ensuring clear navigation and accuracy of content.
- Implementing e-learning on the Learning Management System (LMS) and producing in-person training.
- Evaluating learner engagement and knowledge by incorporating assessments in training and getting feedback from stakeholders.

### **Secondary School Teacher / Substitute, October 2016-June 2021**

*Vanke Meisha Academy – Shenzhen, China*

*Elko County School District – Elko, NV*

- Analyzed educational needs, content, audience, context, and constraints to create technology-based curriculum that would achieve learner goals.
- Created technology-based learning environments in which learner needs, goals, and objectives were met and supported via technology.
- Developed strategies to integrate technology-based instruction, such as gamification, into a hybrid educational environment to increase learner engagement.
- Evaluated learners with various types of assessments to track learning goals and objectives.
- Researched pedagogical theories, methodologies, and principles to keep up with best-teaching practices.
- Designed and implemented engaging instruction that mimics real world problems and learner interests.

### **Trainer / Buyer, October 2015-July 2018**

*Barrick Gold Corporation / Manpower – Elko, NV*

- Collaborated with subject matter experts, end users, and stakeholders to analyze needs and goals for technical and purchasing training.
- Discussed key performance indicators with stakeholders and recommended solutions after analysis.
- Implemented instructional design techniques and practices to design, develop, and implement in-person and technology-based trainings that align with adult learning concepts.
- Executed in-person and online trainings.