

Jamie Catania

Digital Product Designer

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Software Engineer & Product Designer

Granicus (formerly GovDelivery) / Washington, DC / 2016 - 2017

- ▶ **Designed** and **engineered** client- and server-side features, including reporting dashboards and Section 508 compliance for a variety of media formats.
- ▶ **Conducted** ongoing user research and design tasks, including journey mapping, user flow diagramming, UI wireframing, rapid prototyping, and end user testing.
- ▶ **Facilitated** team-wide Agile Scrum ceremonies, including daily stand-ups, retrospective ceremonies, and sprint product demos.
- ▶ **Implemented** an automated regression testing approach using Codeception.

Learning Experience Designer & Strategist

GovDelivery & GovLoop / Washington, DC / 2014 - 2016

- ▶ **Designed** and **developed** five 30-minute on-demand courses for GovLoop Academy covering topics like Human-Centered Design and Digital Services Acquisitions.
- ▶ **Interfaced** directly with government clients across seven projects, managing expectations, pitching design concepts, delivering status updates, and submitting deliverables.
- ▶ **Defined** and **implemented** Agile-based, inter-departmental procedures and best practices for learning product design and media production.
- ▶ **Founded** and **led** company-wide, internal learning initiatives, including the GovDelivery Learning Community of Practice, GovLoop Book Club, and DC Code Club.

Instructional Systems Designer

Booz Allen Hamilton / Washington, DC / 2012 - 2014

- ▶ **Designed** over 60 hours of hands-on learning experiences for federal government clients.
- ▶ **Planned** and **executed** a detailed UX strategy and product development plan for the Digital Leadership Challenge Simulation (DLCS).
- ▶ **Wireframed** user interface elements based on data gathered via focus groups, interviews, and usability testing.

Instructional Designer

Nokia (formerly Navteq) / Chicago, IL / 2010 - 2012

- ▶ **Designed** and **produced** over 20 hours of online, on-demand microlearning experiences for globally-dispersed engineers working with complex mapping database software.

Serious Game Designer (Intern)

Information in Place, Inc. / Bloomington, IN / 2008

- ▶ **Designed** game mechanics for Astronaut: Moon, Mars, and Beyond, a massively multiplayer online game that promotes STEM education for children.

E-Learning Consultant (Intern)

Banker's Life & Casualty / Chicago, IL / 2007 - 2008

- ▶ **Collaborated** with LMS vendor on the design of a new, central training portal.

UX/Prototyping Tools

Sketch, Adobe XD, Balsamiq, Invision, Figma, ScormCloud

Web Development Tools

HTML5, CSS3/SCSS, Javascript, jQuery, React, Bootstrap, MaterialUI, PHP, WordPress, Jekyll, Grunt, npm, XDebug, Codeception, Behat, MySQL, JSON, xAPI, SCORM, Linux

Media Production Tools

Storyline, Captivate, VideoScribe, Illustrator, Photoshop, InDesign, Premiere, Camtasia, AfterEffects, AnimateCC

Collaboration Workflow

Agile, Scrum, Slack, JIRA, Trello, BaseCamp, Confluence, Asana, Git, Github, GitLab

Education

M.S. Instructional Systems Tech.
Indiana University / 2008 - 2010

B.S. Informatics
Indiana University / 2005 - 2008

Sample work available at
www.CataniaInteractive.com