

# Jamie Catania

## Digital Product Designer

### Software Engineer

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

I worked in a multi-hat role, as both a seasoned product designer and a newly-minted software engineer, on new feature development for Granicus' Learning Platform, a WordPress-based xAPI platform for delivering, tracking and reporting on learning experiences for citizens and Federal, state and local government employees.

### Learning Strategist

GovDelivery & GovLoop / Washington, DC / 2014 - 2016

As a member of the award-winning GovLoop Learning Team, I spent two years designing dozens of interactive microlearning experiences for clients across the civic tech world and Federal, state and local government. In addition to client-facing services, I also helped to design and launch GovLoop Academy, a platform for thousands of government employees to gain new skills and advance their careers.

### Instructional Systems Designer

Booz Allen Hamilton / Washington, DC / 2012 - 2014

For over two years, I proudly worked with government organizations to analyze their learning goals, resources, and available technology, and then to deliver effective, efficient digital learning solutions. In addition, I led a product design team on the Digital Leadership Challenge Simulation (DLCS), a mobile game for executive leadership training.

### Instructional Designer

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

The Navteq division of Nokia was responsible for collection of geospatial data in nearly every country across the world. As a member of the engineering training team, I designed dozens of small, interactive digital training tools to disseminate information about new software and tools to the global data collection team.

### Serious Game Designer (Intern)

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

I designed game mechanics and UI components for Astronaut: Moon, Mars and Beyond, a massively multiplayer online game for promoting science, technology, engineering and mathematics.

### E-Learning Consultant (Intern)

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

I collaborated with our Learning Management System vendor on UI mockups for a new, centralized training portal, while also designing e-learning content for sales agents.

### UX/Prototyping Tools

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

### Media Production Tools

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

### Web Development Tools

HTML5, CSS3/SCSS, Bootstrap, Javascript, jQuery, React, PHP, WordPress, Firebase, Jekyll, Grunt, npm, Codeception, Behat, Gherkin, MySQL, SequelPro, JSON, XML, xAPI, SCORM

### 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

Jamie@CataniaInteractive.com / 219.242.2687 / Baltimore, MD

Sample work available at [www.CataniaInteractive.com](http://www.CataniaInteractive.com)