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, course progression UX, 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

- **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.
- **Designed** and **developed** five 30-minute, on-demand learning experiences for GovLoop Academy covering topics like Human-Centered Design and Digital Services Acquisitions.
- **Founded** and **led** several 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

- **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.
- **Managed** the day-to-day design activities of a 4-person multidisciplinary team.

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

- **Produced** wireframes and UI mockups of an internal, enterprise training portal.

UX/Prototyping Tools
Sketch, Adobe XD, Balsamiq, Invision, Figma, ScormCloud

Web Development Tools
HTML5, CSS3/SCSS, Javascript, jQuery, React, Bootstrap, PHP, WordPress, Jekyll, Docker, Grunt, XDebug, Codeception, Behat, MySQL, JSON, xAPI, SCORM

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