ANA MARJANOVIC

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Attentive, highly adaptable, well-organized instructional designer and higher education faculty member with 3 years of ience to successfully develop and deliver learning solutions for team and individual projects. Key skills include:

- Creativity
- Time Management
- Research
- Public Speaking

- Blackboard, Canvas, Moodle
- Adobe Captivate, Articulate 360
- Adobe Creative Suite
- WordPress, Drupal

- HTML
- CSS
- JavaScript
- Git/GitHub

EXPERIENCE

FEBRUARY 2017 – PRESENT

INSTRUCTIONAL DESIGNER, TEACHING AND LEARNING CENTER, THE CITY COLLEGE OF NEW YORK

- Manage a team of 3 that provide LMS training and support for higher education subject matter experts (SMEs).
- Collaborate with and mentor higher education SMEs in adopting collaborative, inclusive, accessible, and active learning practices and related pedagogy and technology for the classroom, blended, and online courses ensuring that their course content matches established objectives and enhances student engagement and success.
- Design interactive, e-learning instructional material and software simulation using Adobe Captivate.
- Develop a curriculum and facilitate implementation of best online teaching practices for an open-source, self-paced program for CCNY faculty in response to the COVID-19 crisis.
- Advise SMEs in creating instructor-led materials, online/e-learning modules, and other training material in one-on-one sessions and workshops/webinars.

JANUARY 2017 – PRESENT

ADJUNCT LECTURER, ART DEPARTMENT, THE CITY COLLEGE OF NEW YORK

- Instruct and advise senior college undergraduate students in conducting research, writing in-depth scholarly analyses of art using established theoretical frameworks in the field, and conveying their ideas using formal English.
- Design class materials and e-learning resources to increase student engagement and integrate scenario-based learning and authentic assessment.
- Implement Open Educational Resources (OER) and Zero Textbook Cost (ZTC) in designing course content.
- Author an interactive, self-paced e-learning program that teaches a step-by-step process of writing a research paper using Adobe Captivate and integrated it into the class curriculum by publishing it on Blackboard as a SCORM packet.

MARCH 2016 – PRESENT

WEB, UX/UI, GRAPHIC DESIGNER

- Provide UI design solutions and implement new site content architecture and navigation scheme for company website (re)design.
- Manage client's website design from concept to final product.
- Develop graphic images and effects to achieve design goals for print and digital publishing.

EDUCATION

MAY 2011

M.A. ART HISTORY/MUSEUM STUDIES, THE CITY COLLEGE OF NEW YORK; GPA 3.81