ANA MARJANOVIC

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

CONTACT

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PROFESSIONAL DEVELOPMENT

Front-End Web Developer Nanodegree
Udacity
(2016)

Introduction to UX Design
The Adobe Education Exchange
(2019)

Data Visualization
The Adobe Education Exchange
(2019)

Educational Technology
Georgia Tech & Udacity
(Present)

TECHNICAL SKILLS

Languages:
JavaScript, HTML5, CSS.

Learning Management Systems:
Blackboard, Canvas, Moodle
Authoring Tools:
Adobe Captivate, Articulate 360
Other:
Git/GitHub, Adobe Creative Suite, WordPress, Drupal.

ACTIVITIES

Web and UX/UI design

Online Teaching Essentials
CUNY School of Professional Studies
Workshop Facilitator (June 2020)

EDUCATION

2011	**M.A., Art History/Museum Studies**	**GPA: 3.81**
	The City College of New York	
2005	**B.A., Art History**	
	Belgrade University, Faculty of Philosophy	

WORK EXPERIENCE

2017—Present

The Art Department, The City College of New York
Writing About Art
Adjunct Lecturer

- 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.
- Develop class materials and e-learning resources to increase student engagement and integrate inquiry-based learning and authentic assessment for transitioning from F2F into the online instructional mode.
- Provide feedback and grade student performance and achievement in a timely manner based on participation and examination.
- Implement Open Educational Resources (OER) and Zero Textbook Cost (ZTC) in designing course content.
- Created an interactive web app 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.

2017—Present

Center for Excellence in Teaching and Learning (CETL)
The City College of New York
Instructional Designer

- Collaborate with higher education subject matter experts (SMEs) in curriculum development for the classroom, blended, and online courses ensuring that their course content matches established objectives and enhances student engagement and success.
- Mentor SMEs in adopting collaborative, inclusive, accessible, and active learning practices and related pedagogy and technology.
- Work in a team to develop a curriculum for 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 and designing handouts, instructional videos, and other training material in one-on-one sessions and workshops/webinars.

2019—Present

Open Educational Resources (OER)
The City College of New York
Fellow

- Support faculty during one-on-one sessions in customizing their curriculum using resources that reside in the public domain or are released under an open license to better align with learner needs and interests.
- Conduct OER workshops on Backward Design and Accessibility.
- Design print and digital promotional material.