

Toby Junxiang Zhang

Experience

Instructional Designer – Alstom University

Jan.2023 – Present, Montreal, QC, Canada

- Conducted training needs analysis to identify gaps in knowledge and skills among learners, and developed solutions to address these gaps using various learning methods and technologies.
- Created e-learning scripts and storyboards that incorporated engaging and interactive activities to help learners achieve their learning objectives.
- Developed training materials that supported both in-class and virtual training, ensuring consistency and effectiveness across all delivery methods.
- Utilized the SAM and ADDIE models to manage training projects from start to finish, ensuring that all stages of development were completed on time and on budget.
- Collaborated with subject matter experts, trainers, and other stakeholders to ensure that all training materials were accurate, relevant, and aligned with business goals.

Team Lead / Technical Lead – Champlain College ([AR Storytelling](#))

April 2022 – Aug. 2022, Montreal, QC, Canada

- Identified potential projects and sourced team members with diverse skill sets to ensure project success
- Delegated tasks and implemented a comprehensive project timeline that ensured timely completion of all project milestones within four months
- Effectively solved technical issues and ensured cohesion and involvement among team members

Director of Multimedia Department – SA Institute

April 2019 – April 2020, Montreal QC, Canada

- Collaborated with subject-matter experts to develop engaging and effective online courses that aligned with learning objectives
- Supervised and trained a team of 20 student interns in various design and e-learning projects, resulting in an improved project quality
- Utilized the ADDIE model to design and develop high-quality online courses in collaboration with team members, resulting in high student engagement and improved learning outcomes
- Managed and supervised multiple multimedia projects and school events, ensuring timely completion within budget and quality standards

Multimedia Developer – SA Institute

June 2018 – April 2020, Montreal QC, Canada

- Collaborated with content experts to develop engaging storyboards for electronic productions such as multimedia, interactive, and digital products
- Reviewed and revised instructor-developed online learning materials to ensure effective online delivery and alignment with learning objectives
- Designed and produced marketing materials that streamlined student recruitment and increased monthly enrollments by 30%

Education

Virtual Reality & Augmented Reality Specialist

Dec. 2022, Montreal QC, Canada

Champlain College

Thompson Rivers University ([Educational Projects](#))

June 2022, Kamloops BC, Canada

Master of Education (GPA 4.26/4.3)

Focus on online curriculum and learning:

Curriculum, Teaching and Learning (A+)

Designing Multimedia for the Curriculum (A+)

Educational Technology in the Curriculum (A)

Inquiry Across Curriculum (A+)

Computer Graphics

Aug. 2017, Montreal QC, Canada

Pius Culinary Institute & Business Centre

Bachelor of Arts in Education

June 2016, Chongqing, China

Chongqing Normal University

[Portfolio](#)

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Projects

[AR Pet Simulation](#)

[VR Hotel Training](#)

[VR Game](#)

[360 Virtual Tour](#)

[360 Video](#)

[WordPress Website](#)

Skills

Coding

HTML & CSS

Python

C# in Unity

Immersive Experience

Blender

Unity 3D

Unreal Engine

Graphic

Adobe Photoshop

Adobe InDesign

Video

Adobe Premiere Pro

Adobe After Effects

e-Learning

Adobe Captivate

Articulate Storyline