

AMANDA WARNER

Freelance learning and game designer and developer

Find Me At:

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<https://www.amanda-warner.com>

SUMMARY

- Experienced learning and game designer and developer with an M.Ed. and more than sixteen years of professional experience in education and training
- Strong technical background, including custom course, game, and other web development using HTML5, Ember, Vue, Adapt, SCORM/xAPI, Unity, and C#
- Passionate advocate of exploring new ways to promote learning and behavior change, especially through games, simulations, and other meaningful experiences

FREELANCE AND CONSULTING

Samples of projects at <http://www.amanda-warner.com/portfolio/everything>

In collaboration with nonprofits and similar organizations, I design and develop meaningful learning and games with an emphasis on real-world outcomes. My work spans and combines many formats and modalities – digital, in-person, facilitated, self-paced, game-based, and purposefully low-tech.

I can be hired for short- or long-term projects. My skills include needs analysis, instructional design, game design, instructional writing, project management, rapid prototyping, and custom development (HTML5/Unity).

My game-focused projects include:

- **Fake It To Make It**, a simulation-style, social impact game about how fake news is created and distributed: www.fakeittomakeitgame.com
- **DEMOGAMES**, an Erasmus+ project to create a democracy game box of analogue and digital games
- **Post Facto**, a game about fact checking: www.postfactogame.com
- Taught as an adjunct professor within the Game Development & Simulation Programming Technology program at New England Institute of Technology

My learning-focused projects include:

- **EPI Change Management Simulation** (instructional designer, with Bull City Learning and the Bill & Melinda Gates Foundation)
- **Volunteer Essentials Pathway** (instructional designer and developer, with Humanitarian Leadership Academy)
- **EPI Mid-Level Manager Training** (instructional designer and writing team manager, with Bull City Learning and WHO Africa)
- **Communication is Aid** (developer, with CDAC and Humanitarian Leadership Academy)
- **Childhood TB for Healthcare Workers** (instructional designer and developer, with The Union)
- **Childhood MDR TB for Healthcare Workers** (instructional designer and developer, with The Union)
- **Solar-Powered Cold Chain Equipment** (instructional designer, with Bull City Learning and UNICEF)
- **Preventing Corruption in Humanitarian Aid** (instructional designer, with Transparency International Norway and IFRC)
- **IPT for the Prevention of Tuberculosis in People Living with HIV** (instructional designer and developer, with FHI 360)
- **Client Protection and Financial Education in Microfinance** (instructional designer and developer, with ACCION International)

PAST WORK EXPERIENCE

Allen Interactions, Senior Interactivity Designer, July 2012 – October 2013

- Collaborated with a dynamic team of producers, designers, programmers, and production assistants to create meaningful, performance-focused curriculums and courses
- Acted as lead instructional and curriculum designer on many projects, including for Williams Sonoma, Toyota Financial Services, Yahoo!, PG&E, HSBC, The Corporate Executive Board, Eli Lilly, and the US Department of Health and Human Services
- Was the primary designer of Welcome to Williams-Sonoma, a course that won a 2013 Gold Omni Award and 2013 Silver Summit Award

CR Bard, e-Learning Specialist, March 2010 – April 2011

- Developed interaction-rich, decision-focused online courses for sales representatives on topics including on medical concepts, sales techniques, and compliance issues
- Led launch of a new Learning Management System for the division

IBM, Instructional Designer, July 2008 – March 2010

- Developed and managed web-based training materials to support IBM/Rational software with the assistance of geographically dispersed subject matter experts
- Organized a six session lunch-and-learn webinar series about multimedia design

Telelogic, e-Learning Developer, June 2007 – July 2008 (company acquired by IBM in July 2008)

- Managed courses, users, and groups in several Learning Management Systems and coordinated course migration from one system to another
- Developed and managed web-based training materials for change and configuration management products

Academic Connection, Owner, Manager, and Tutor, January 2003 – June 2007

- Purchased existing small business and expanded programs and services to increase gross income to more than ten times the original
- Hired and maintained staff of five part-time tutors. Managed day-to-day customer service, marketing, and other administrative tasks
- Designed and taught small group courses covering a variety of topics from study skills to basic web design to SAT & ACT preparation
- Tutored students in one-on-one and small group settings

SPEAKING

I've presented about learning and game design at many conferences and summits, including: Impact Hub Stockholm (2019), Sweden Games Arena (2018), Games for Change (2018), Nordic Games (2018), GDEX (2017), The Bill & Melinda Gates Foundation / Teach to Reach (2015), and DevLearn (2011).

RELATED COMPUTER SKILLS

- Custom course and game development using HTML5, Ember, Vue, Adapt, Unity, and C#.
- Adobe Flash/Animate, DreamWeaver, Captivate, plus some Photoshop and Illustrator.

EDUCATION

- **M.Ed. in e-Learning Technology and Design**, Jones International University, December 2006
- **B.A. in Business Communications**, Jones International University, December 2002