

MORGAN H. MCKIE

INSTRUCTIONAL DESIGNER

Instructional Designer interested in UI/UX and game design

EXPERIENCE

• ZENVA ACADEMY

TECHNICAL WRITER & COURSE DEVELOPER (Contract) | 2019 - PRESENT

- Prepare several article series and video courses to communicate complex and technical information about Augmented Reality concepts and React framework

• FLORIDA INTERNATIONAL UNIVERSITY

INSTRUCTIONAL DESIGNER | 2018 - PRESENT

- Via one-on-one consulting and training I assist and support over 600+ support inquires and the integration of Canvas (LMS) to enhance teaching and learning in their face-to-face and online classrooms
- Create engaging learning activities and compelling course content that enhances retention and transfer
- Work with subject matter experts and identify target audience's training needs

• NASA S.U.I.T.S

UI/UX DESIGNER LEAD | 2017 - 2018

- Created and developed overall concepts for user experience for new spacesuit informatics using the augmented reality (AR) Microsoft HoloLens platform

• UNIVERSITY OF MIAMI

MULTIMEDIA SPECIALIST | 2015 - 2018

- Managed the operation, facilitation, and maintenance of the Digital Media Lab, that houses 16 Macs running Adobe Suites, a large format printer, a 3D printer, VR headsets, 360 video cameras with adaptive VR capabilities, and high resolution photos
- Implemented 3D printing Service that doubled revenue which allowed for the purchase of high-end videography that was used for rental purposes

• AT&T

WIRE TECHNICIAN | 2014 - 2015

- Prepared for U-verse installations by reviewing installation orders, gathering equipment, supplies and tools and coordinating schedules with customers
- Planned and executed U-verse installations by evaluating location, locating access and laying-out equipment and wiring plan.

• UNIVERSITY OF MIAMI

ASSISTANT WEB DESIGNER | 2013 - 2014

- Assisted with web programming between various web and mobile properties
- Worked on multiple platforms such as FTP, WordPress, mobile apps, and CMS's

EDUCATION

University of Miami

BS Communications
Class of 2014

Florida International University

MS Engineering Management
Class of 2021

ACHIEVEMENTS

2018 Judge's & People's Choice
Adobe Creative Jam UI/UX Category
2013, 2017-2018 Wine Spectator
Scholarship

LEADERSHIP

Google Student Developer Club Founder & Lead 2019

Grow student knowledge on developer products and platforms through hands-on workshops and events.

TOOLS

ADOBE CREATIVE SUITE, INVISION
UNITY, GIT, FRAMER, SKETCH, ATOM

LANGUAGES

JAVA, C# C++, HTML/CSS,
JAVASCRIPT, PYTHON, JQUERY

SKILLS

INTERACTION DESIGN, VISUAL
DESIGN, PHOTOGRAPHY,
VIDEOGRAPHY, GAME DESIGN