

# Jamie Catania

## Digital Product Designer

Jamie@CataniaInteractive.com / 219.242.2687 / Baltimore, MD

### Software Engineer & Product Designer

Granicus (formerly GovDelivery) / Washington, DC / 2016 - 2017

- ▶ **Designed** and **engineered** client- and server-side features, including reporting dashboards, course progression UX, and Section 508 compliance for a variety of media formats.
- ▶ **Conducted** ongoing user research and design tasks, including journey mapping, user flow diagramming, UI wireframing, rapid prototyping, and end-user testing.
- ▶ **Facilitated** team-wide Agile Scrum ceremonies, including daily stand-ups, retrospective ceremonies, and sprint product demos.
- ▶ **Implemented** an automated regression testing approach using Codeception.

### Learning Experience Designer & Strategist

GovDelivery & GovLoop / Washington, DC / 2014 - 2016

- ▶ **Interfaced** directly with government clients across seven projects, managing expectations, pitching design concepts, delivering status updates, and submitting deliverables.
- ▶ **Defined** and **implemented** Agile-based, inter-departmental procedures and best practices for learning product design and media production.
- ▶ **Designed** and **developed** five 30-minute, on-demand learning experiences for GovLoop Academy covering topics like Human-Centered Design and Digital Services Acquisitions.
- ▶ **Founded** and **led** several company-wide, internal learning initiatives, including the GovDelivery Learning Community of Practice, GovLoop Book Club, and DC Code Club.

### Instructional Systems Designer

Booz Allen Hamilton / Washington, DC / 2012 - 2014

- ▶ **Planned** and **executed** a detailed UX strategy and product development plan for the Digital Leadership Challenge Simulation (DLCS).
- ▶ **Wireframed** user interface elements based on data gathered via focus groups, interviews, and usability testing.
- ▶ **Managed** the day-to-day design activities of a 4-person multidisciplinary team.

### Instructional Designer

Nokia (formerly Navteq) / Chicago, IL / 2010 - 2012

- ▶ **Designed** and **produced** over 20 hours of online, on-demand microlearning experiences for globally-dispersed engineers working with complex mapping database software.

### Serious Game Designer (Intern)

Information in Place, Inc. / Bloomington, IN / 2008

- ▶ **Designed** game mechanics for Astronaut: Moon, Mars, and Beyond, a massively multiplayer online game that promotes STEM education for children.

### E-Learning Consultant

Banker's Life & Casualty / Chicago, IL / 2007 - 2008

- ▶ **Produced** wireframes and UI mockups of an internal, enterprise training portal.

### UX/Prototyping Tools

Sketch, Adobe XD, Balsamiq, Invision, Figma, ScormCloud

### Web Development Tools

HTML5, CSS3/SCSS, Javascript, jQuery, React, Bootstrap, PHP, WordPress, Jekyll, Docker, Grunt, XDebug, Codeception, Behat, MySQL, JSON, xAPI, SCORM

### Media Production Tools

Storyline, Captivate, VideoScribe, Illustrator, Photoshop, InDesign, Premiere, Camtasia, AfterEffects, AnimateCC

### Collaboration & Workflow

Agile, Scrum, Slack, JIRA, Trello, BaseCamp, Confluence, Asana, Git, Github, GitLab

### Education

M.S. Instructional Systems Tech.  
Indiana University / 2008 - 2010

B.S. Informatics  
Indiana University / 2005 - 2008

Sample work available at  
[www.CataniaInteractive.com](http://www.CataniaInteractive.com)