

Ryan Hovind, M.S.

Instructional Designer | Learning Experience Designer

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Professional Summary

Instructional Designer and Media Curriculum Designer with 10+ years of experience creating performance-driven learning solutions across higher education, corporate, and technology-focused environments. Proven ability to translate complex technical, operational, and analytical concepts into scaffolded eLearning, multimedia content, and performance support tools.

My career journey spans scientific communication at NASA JPL, grant-funded STEM education, academic instructional technology, and a decade of contract instructional design work, delivering scalable learning solutions for enterprise and education clients. Now seeking a full-time position where I can apply my ID expertise with my passion for video-based learning and AI-supported workflows.

Core Skills & Expertise

Instructional Design: Instructional Systems Design (ADDIE, SAM) | Adult Learning Theory | Rapid Prototyping | Kirkpatrick Evaluation | Articulate Storyline 360 & Rise

Learning Experience (LXD): User-Centric Design | UX/UI for Learning | Learner Persona Development | Empathy Mapping

Multimedia & AI Development: 4K Video Production | Advanced Editing Skills | AI-Enhanced Content Workflows (Midjourney, ElevenLabs)

Learning Architecture: Performance Support Systems (Job Aids, Facilitator Guides) | Storyboarding & Visual Sequencing | Accessibility-Aware Design (WCAG/508)

Project & Stakeholder Lead: Asynchronous & Agile Project Management | SME Collaboration | Cross-Functional Team Leadership

Professional Experience

Independent Contract Work Instructional Designer, eLearning & Multimedia Specialist	2015 - Present
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- Designed and developed asynchronous instructional and microlearning content using established instructional design frameworks (ADDIE/SAM) for public-sector, education, and enterprise clients under NDA.
- Delivered multiple concurrent projects in fast-paced, deadline-driven environments, maintaining quality across varied scopes and timelines.
- Applied A/B testing and basic engagement analytics to instructional videos and microlearning content, refining storyboards, presentation, pacing, and clarity to measurably improve learner engagement.
- Integrated AI-assisted tools into content development workflows over the past two years to improve production efficiency and consistency while maintaining instructional quality.
- Collaborated with Subject Matter Experts (SMEs) to translate complex operational, technical, and analytical content into clear, learner-centered instructional materials aligned to defined learning objectives suitable for self-paced learning.
- Specialized in microlearning and video-based instruction, applying segmentation, visual hierarchy, and dual-coding principles to reduce cognitive load and support knowledge retention.

Glendale Community College (GCC) Media Arts Learning Technology Instructor	Glendale, CA 2008 - 2016
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- Designed and supported technology-enabled learning environments for the Digital Arts Division, operating independently as both instructional designer and learning technologist while providing weekly updates to department heads.
- Built and maintained a centralized library of training guides, job aids, one-sheets, and gear guides, reducing redundant training sessions for faculty, staff, and students.
- Managed a rotating team of student workers, enabling adoption of evolving media tools through structured onboarding, clear workflows, and ongoing performance support.
- Responded to frequent software, firmware, and equipment changes by rapidly updating learning content and maintaining standardized digital onboarding, ensuring 100% compliance with security protocols.

Glendale Community College, Columbia College Hollywood | **Adjunct Instructor** LA, CA | 2009 - 2016

- Designed and facilitated project-based blended courses, reviewing existing content and developing course strategy, developing curriculum and clearly defined learning objectives aligned to professional skill outcomes.
- Developed instructional materials with rubrics, evaluation criteria, and assessments delivered through presentations, slides, PDFs, and print graphics to support diverse learning preferences and effective coursework.
- Built and maintained Canvas courses, organizing digital learning resources and applying hybrid learning modules that combined visual, audio, and interactive media.

Grant-Funded Projects | **Instructional Designer & Multimedia Curriculum Producer** LA, CA 2011-2015

- Designed and delivered grant-funded instructional content across diverse topics and SMEs for multiple colleges, supporting workforce development, onboarding, and large-scale program awareness initiatives.
- Served as Learning Experience Designer (LXD) for online orientation and workforce programs supported by a \$16 million grant, contributing to curriculum strategy, content development, and learner onboarding.
- Collaborated with senior academic leadership, including a college president and a Senator of California (Adam Schiff), to ensure instructional alignment with grant objectives, reporting requirements, and strict learning outcomes.
- Scripted and produced explainer videos on a multitude of technical and academic topics, translating complex subject matter into clear, learner-centered instructional content.

NASA Jet Propulsion Laboratory (JPL) | **eLearning Designer (Externship)** Pasadena, CA | 2014

- Produced animated explainer videos and motion graphics (After Effects) to translate complex climate data into accessible STEM educational content.
- Collaborated with NASA Subject Matter Experts (SMEs) to storyboard and script instructional media, ensuring scientific accuracy in the “Environmental Effects of Greenhouse Gases” series.
- Filmed, scripted, and edited technical video demonstrations for the “Ocean Acidification Experiment” to satisfy core externship learning outcomes and department outreach goals.
- Applied narrative sequencing and visual design principles to transform technical research into structured, scaffolded learning assets for non-technical audiences

Lightning Media | **Director of Media Operations & Training** Hollywood, CA | 2006 - 2008

- Served as Department Enablement Lead, managing a cohesive team through hands-on training and weekly alignment sessions that simplified new tech rollouts and production workflows.
- Orchestrated cross-department job aids and process documentation to support consistency across editorial, production, and post-production teams.

Tools & Technologies

Articulate Storyline 360 • Adobe Creative Suite (Photoshop, Illustrator, Premiere Pro, XD) • Canvas LMS • TechSmith Suite (Camtasia, Audiate, Snagit) • Vyond • Descript • Google Workspace • MS Office • OBS • HeyGen • ClickUp

Education

M.S. in Communication Education • Illinois State University
B.S. Music Business • Illinois State University

Certificates & Ongoing Learning

- Devlin Peck – *Storyline Project Lab Graduate*
- TechSmith – *Certified Camtasia User*
- LinkedIn Learning – *Articulate Storyline 360: Advanced eLearning, LxD Tools & Microlearning*
- Avid – *Media Composer Certified*