

MAREN PATTERSON, M.A.C., MCert.I.D., MCert.S.D.

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SUMMARY

Creative media professional with 10+ years of experience producing compelling video content, instructional media, digital storytelling, multimedia communications, interactive learning experiences, and creative content across ministry, corporate, higher education, entertainment, and technology environments.

Experienced leading projects from concept through scripting, story development, filming, editing, animation, audio production, motion graphics, and final publication. Combines instructional design expertise with cinematic storytelling to create engaging media that educates, inspires, and motivates audiences.

Known for collaborating with executive leadership, ministry leaders, educators, subject matter experts, and cross-functional teams to transform complex ideas into meaningful visual stories through video production, instructional design, multimedia development, and creative communication strategies.

EDUCATION

University of Denver

Master Graduate Certificate – Software Development & Programming

Full Sail University

Master Graduate Certificate – Instructional Design & Technology

Regent University

Master of Arts – Strategic Communication & Digital Media

Bachelor of Science – Digital Entertainment & Game Design

Associate of Applied Science – Information Technology & Multimedia

EXPERIENCE

Founder | Creative Director | Game Designer | Video Producer

2025 – Present

Maren Games LLC

- Founded and direct an independent game development studio, overseeing all creative, technical, and business operations.
- Lead the end-to-end development of BLACKHAT espionage, managing the project from concept through commercial publication.
- Write narrative structure, dialogue, mission design, environmental storytelling, gameplay systems, and character development.
- Produce cinematic trailers, promotional videos, developer updates, and marketing campaigns supporting product launches.
- Direct all phases of video production including concept development, scripting, storyboarding, screen capture, editing, motion graphics, audio production, and post-production.
- Design immersive 3D environments, original characters, interactive gameplay systems, and visual storytelling experiences.
- Produce original audio assets, sound design, music integration, branding, and publication materials.
- Manage production schedules, project scope, documentation, and publishing workflows for Steam and Epic Games Store.

Digital Learning Developer II (HR)

2024 – 2025

JPMorgan Chase

- Produced enterprise instructional videos, executive presentations, multimedia learning experiences, and digital communications supporting global employees and leadership teams.
- Served as in-house audio/video producer and studio engineer responsible for recording, editing, and publishing professional learning videos, presentations, and multimedia content.
- Scripted instructional media and collaborated with stakeholders and subject matter experts to transform technical information into engaging visual stories.
- Designed multimedia animations, motion graphics, simulations, and interactive digital learning experiences supporting enterprise HR initiatives.
- Developed internal web applications and digital resources supporting employee communication and learning accessibility.
- Applied AI-assisted production tools, rapid prototyping, and iterative design methodologies to improve creative efficiency.
- Contributed as a Technical Artist and 3D Game World Artist supporting immersive learning experiences.

Multimedia Mobile eLearning Specialist

2019 – 2024

DSI Systems (Supporting AT&T)

- Produced instructional videos, multimedia storytelling content, motion graphics, and interactive learning experiences supporting enterprise training initiatives.
- Designed onboarding programs, annual compliance training, HR learning, and mobile learning content for employees and authorized retailers.
- Created scenario-based learning experiences utilizing storytelling techniques to improve learner engagement and retention.
- Collaborated with business leaders and stakeholders to develop multimedia communication strategies aligned with organizational goals.
- Managed multiple concurrent creative projects while maintaining production schedules, quality standards, and stakeholder expectations.

Instructional Designer | Digital Content Developer | Studio Engineering Producer

2018 – 2019

Harding University

- Produced educational films, instructional videos, promotional media, and multimedia learning experiences supporting university-wide initiatives.
- Designed, built, and managed a professional multimedia production studio supporting enterprise educational media creation.
- Planned, scripted, filmed, edited, and published instructional media for faculty, leadership, and academic departments.
- Conducted faculty interviews and transformed complex academic concepts into engaging educational stories.
- Applied Quality Matters standards and instructional design best practices to improve learner engagement, accessibility awareness, and course quality.
- Managed studio operations, equipment, production schedules, recording sessions, and post-production workflows.
- Supported university initiatives as a graphic designer, web developer, technical artist, and multimedia producer.

Website Developer | Digital Content Developer

2016 – 2018

Escape Chambers

- Redesigned and optimized the company's digital presence, improving user engagement and visual brand consistency.
- Produced cinematic promotional trailers, marketing videos, voice-over productions, and multimedia advertising campaigns.
- Created websites, interactive media, promotional graphics, and storytelling content supporting experiential entertainment.
- Supported virtual reality game development initiatives through game world design and immersive digital content creation.

Website Developer

2017

Inet

- Developed responsive websites, digital assets, and visual communication materials supporting client-facing business initiatives.
- Collaborated with development teams to improve usability, functionality, and design consistency.

Office Administrator

2015 – 2016

Holland

- Managed documentation, reporting, scheduling, administrative workflows, and cross-functional communication.
- Maintained exceptional accuracy, organization, confidentiality, and attention to detail within a fast-paced operational environment.

Lead Multimedia Technician & Engineer

2009 – 2011

Brentwood Church of Christ

- Managed multimedia production systems supporting weekly worship services, conferences, ministry events, and community outreach programs.
- Produced announcement videos, worship media, sermon graphics, presentation visuals, and audiovisual content for church-wide communication.
- Developed and maintained the organization's websites, supporting ministry communications, event promotion, and online engagement.
- Produced and engineered multiple ministry radio programs over more than ten years of church broadcasting and media ministry, overseeing recording, editing, scheduling, and distribution.
- Planned, recorded, edited, and produced audio and video content supporting worship services, ministry initiatives, and community outreach.
- Developed and facilitated ministry training courses, volunteer workshops, leadership development sessions, and church safety training programs.
- Delivered classroom instruction, multimedia presentations, and hands-on workshops for ministry volunteers and church leadership teams.
- Operated professional audio, video, lighting, and projection systems while supporting live worship production.
- Collaborated closely with ministry leadership to communicate organizational vision through engaging multimedia storytelling and creative communications.

TECHNICAL SKILLS

Storytelling & Media Production

Creative Storytelling

Scriptwriting

Story Development

Video Production

Documentary Storytelling

Interview Production

Testimony Videos

Promotional Videos

Educational Films

Sermon Media

Podcast Production

Social Media Video

Short-Form Video

Motion Graphics

Audio Production

Photography

Studio Engineering

Post-Production

Color Grading
Instructional Design
Learning Experience Design
Adult Learning Theory
ADDIE
SAM
Scenario-Based Learning
Assessment Design
Curriculum Development
Interactive Learning
Simulation-Based Learning
AI-Assisted Content Development
Creative Technology
Adobe Premiere Pro
DaVinci Resolve
Final Cut Pro
After Effects
Photoshop
Illustrator
Unreal Engine
Unity
Blender
UX/UI
WordPress
HTML
CSS
JavaScript

CERTIFICATIONS

Quality Matters APPQMR Certified
Quality Matters PRC Certified
Certified Digital Studio Engineering

TECHNICAL TOOLS

Video & Audio Production: Adobe Premiere Pro • DaVinci Resolve • Final Cut Pro • After Effects • Media Encoder • Audition • Logic Pro • GarageBand • Avid ProTools Creative Design: Adobe Photoshop • Illustrator • InDesign • Adobe Creative Cloud Learning Technologies: Articulate 360 • Rise 360 • Adobe Captivate • Camtasia • Vyond • Canvas LMS Game Development: Unreal Engine • Unity • Blender • MetaHuman • Character Creator • iClone Web Development: HTML • CSS • Bootstrap • JavaScript • WordPress AI & Emerging Technology: ChatGPT • Synthesia • AI-Assisted Content Creation Operating Systems: macOS • Windows • Linux