

Maren Patterson

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SUMMARY

Learning Experience Designer and Multimedia Learning Developer with 10+ years of experience designing enterprise-scale digital learning solutions for global audiences across corporate, higher education, and technology environments. Specialized in instructional design, multimedia storytelling, video production, simulation-based training, interactive learning experiences, and AI-assisted content development. Proven success partnering with stakeholders, subject matter experts, and cross-functional teams to translate complex information into engaging, learner-centered experiences that improve engagement, knowledge retention, and business performance.

EXPERIENCE

JP Morgan Chase

Digital Learning Developer II, February 2024 – October 2025

- Designed and developed enterprise learning experiences supporting a global audience of employees, managers, and cross-functional business partners.
- Created learner-centered multimedia training solutions across video, E-Learning, interactive content, instructional animation, and simulation-based learning formats.
- Partnered with stakeholders, subject matter experts, and leadership teams to define learning objectives, scope project requirements, align deliverables, and improve learner engagement outcomes.
- Produced high-impact instructional animations and multimedia assets that enhanced information retention and learner comprehension across enterprise HR initiatives.
- Served as in-house audio/video producer and studio engineer responsible for recording, editing, and publishing professional learning content tutorials and presentations.
- Developed and maintained standard operating procedures, quality review processes, and course governance documentation to improve consistency across learning initiatives.
- Designed and developed webpages and multiple web-based applications supporting learning initiatives, internal communication, and digital learning accessibility.
- Contributed as a Technical Artist and 3D Game World Artist supporting immersive and interactive learning experiences.
- Applied rapid prototyping and iterative design methodologies to refine learning experiences based on stakeholder feedback and business requirements.
- Utilized AI-assisted design and emerging technologies to accelerate content production workflows and improve creative efficiency.

DSI Systems AT&T

Multimedia Mobile eLearning Specialist, June 2019 – February 2024

- Developed enterprise E-Learning solutions and multimedia learning experiences supporting employees, managers, partners, and authorized retailers.
- Designed on-boarding programs, annual compliance training, and HR learning content for internal corporate employees.
- Collaborated with stakeholders and training leadership to create engaging digital learning solutions aligned with organizational goals and operational performance objectives.
- Supported development of a mobile learning application used by AT&T sales representatives as a centralized training platform.
- Produced instructional video content, motion graphics, interactive tutorials, and multimedia storytelling assets designed to improve learner engagement and retention.

- Designed scenario-based learning activities, knowledge checks, and interactive assessments to reinforce learning outcomes and practical application.
- Applied instructional design frameworks and adult learning principles to create scalable, learner-centered digital experiences.
- Managed multiple concurrent projects while maintaining production timelines, quality standards, and stakeholder expectations.
- Leveraged rapid development methodologies and iterative feedback cycles to continuously improve training effectiveness and user experience.

Harding University

Instructional Designer, Digital Content Developer, Studio Engineering Producer, February 2018 – June 2019

- Designed and developed digital learning experiences supporting students across university campuses.
- Applied Quality Matters standards and instructional design best practices to ensure course quality, accessibility awareness, and learner engagement.
- Served as Quality Matters certified course reviewer and peer reviewer supporting instructional excellence initiatives.
- Produced interactive learning media, instructional videos, and multimedia course content for faculty and academic departments.
- Designed, built, and managed a campus multimedia production studio supporting enterprise-wide educational content creation.
- Collaborated with faculty, subject matter experts, and leadership to translate complex academic concepts into engaging multimedia learning experiences.
- Supported teams as a web developer, graphic designer, technical artist, and audio/video producer across multiple educational initiatives.
- Managed multimedia production schedules, studio operations, and content delivery workflows across departments.

Escape Chambers

Website Developer, Digital Content Developer, January 2016 – February 2018

- Redesigned and optimized the company's primary website to improve user experience, digital engagement, and visual brand consistency.
- Developed, published, and maintained nine company websites utilizing WordPress, HTML, CSS, and Bootstrap frameworks.
- Produced cinematic promotional trailers, voice-over media, marketing graphics, and interactive digital assets supporting customer engagement initiatives.
- Created multimedia content aligned with branding, storytelling, and experiential entertainment objectives.
- Supported early-stage virtual reality game development initiatives through entry-level game world design and immersive digital content creation.

Holland

Office Administrator, January 2015 – January 2016

- Managed operational documentation, reporting accuracy, administrative workflows, and cross-functional communication processes.
- Demonstrated strong attention to detail, organizational management, and information accuracy within high-volume operational environments.

Brentwood Church of Christ

Lead Multimedia Technician & Engineer, Ministry Manager, January 2009 – December 2011

- Produced multimedia communications supporting worship services, conferences, ministry initiatives, community outreach, and organizational communications.

- Directed audio/video production, live event technology, multimedia presentations, sermon graphics, promotional media, and visual communications.
- Developed and maintained ministry websites supporting communication, outreach, and organizational engagement.
- Produced multiple radio broadcasts over more than ten years of ministry media involvement, including recording, editing, scheduling, and production.
- Designed and facilitated ministry leadership development, volunteer training, technology instruction, and church safety workshops utilizing multimedia presentations and instructional materials.
- Collaborated closely with church leadership to communicate organizational vision through meaningful stories, multimedia production, and creative communications.

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

CERTIFICATION

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

SKILLS

Articulate 360, Rise 360, Adobe Captivate, Camtasia, Vyond, Canvas LMS, Adobe Creative Suite, Adobe Photoshop, Illustrator, Premiere Pro, After Effects, Media Encoder, Animator, Character Animator, DaVinci Resolve, Final Cut Pro, GarageBand, Logic Pro, Avid ProTools, HTML, CSS, W3CSS, Bootstrap, JavaScript, jQuery, PHP, SQL, UX/UI, WordPress, Dreamweaver, Sublime Text, Unreal Engine, Unity, Blender, Metahuman, Reallusion Character Creator, iClone, Xcode, Visual Studio, AI-Assisted Content Creation, Synthesia, ChatGPT, Instructional Design, Learning Experience Design, Adult Learning Theory, ADDIE, SAM, Bloom's Taxonomy, Curriculum Development, Scenario-Based Learning, Assessment Design, Learning Architecture, Learning Analytics, Knowledge Retention Strategies, Inclusive Design, Accessibility Awareness, eLearning Development, Interactive Learning, Video Production, Motion Graphics, Simulation-Based Learning, Multimedia Storytelling, Audio/Visual Production, Studio Engineering, Animation, Rapid Prototyping, AI-Assisted Content Creation, Stakeholder Collaboration, Cross-Functional Communication, Project Management, Agile Workflow, Timeline Management, Design Thinking, Creative Problem Solving, Training Facilitation