

AARON STREICH

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SUMMARY

Experienced Full-Stack Developer with 9+ years of strong experience in the Learning & Development industry, working with advanced technologies to deliver high-quality solutions and interactive multimedia for ILT, virtual, and eLearning training experiences. Skilled in audio engineering, motion graphics, video production, and web design. Expertise with various authoring and development tools in multimedia course development. Strong understanding of SCORM.

TECHNICAL SKILLS

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|--------------------------|-------------------------|------------------------|------------------------|
| Audio Engineering | Video Production | Motion Graphics | A/V Equipment |
| UI/UX Design | Graphic Design | CSS3 | HTML5 |
| Storyline 2 | Adobe CC | ADDIE | Microsoft Azure |
| Camtasia | 3D | Prototyping | LMS Deployment |

EXPERIENCE

2014 – Present

National Instruments

Austin, TX

Senior eLearning Developer

2015 - 2017

- Collaborate with external vendors and cross-departmental teams in the creation and management of eLearning content for delivery in 7 languages across the world
- Develop immersive and interactive customer-facing learning products from storyboards in compliance with SCORM standards and according to functional specifications, including synchronizing content with audio and video files
- Create high-end motion and graphic design collateral for use by Marketing on internal corporate training sites and update the design of customer-facing microsite landing pages with modern responsive design
- Devise budgets and manage resource allocation for efficient execution on development projects, including the selection of appropriate vendors and negotiation of favorable contract terms
- Maintain the Learning Management System and coordinate the access and deployment of learning modules
- Upskill team members with technical writing skills through in-classroom training and deployment of how-to videos in order to equip them with knowledge on animations, Photoshop, audio editing, and storyline development

2008 – 2017

Freelance – Various Clients

Austin, TX

Media Designer

- Developed media content for web and print on behalf of various enterprise organizations and government clients
- Researched client needs to recommend best practices for rich media development and integration for eLearning tools
- Created, edited, and compressed audio/video assets for deployment on landing pages, microsities, homepages, email campaigns, and print publications
- Developed multimedia, graphics, and narration, animated 3D simulations for email campaigns, eLearning courses and infographics in advertising
- Partnered with implementation departments and subject-matter experts in the production and final delivery of media

2012 – 2014

Dell, Inc.

Round Rock, TX

Technical Training Advisor

- Oversaw matrix teams in the design and delivery of interactive online learning content, including motion graphics and video
- Filmed, edited, and delivered high-quality audio/visual content for deployment in a virtual learning environment
- With subject-matter expert support, created content for new courses with Storyline 2 and interactive Flash
- Developed technical how-to videos for PC customers, project tracking tools in Sharepoint, and multimedia for use in virtual learning environments
- Audited program usage and conducted needs assessments to improve end-user experience and optimize competitive edge

2009 – 2012

IBM

Austin, TX

eLearning Specialist

- Managed the development, testing, and delivery of audio-visual assets for eLearning content
- Coordinated the recording sessions for live classroom activities, web events, and virtual interviews

- Championed cost-effective strategies for project deliverables and created a new workflow standard for all Developers to increase efficiency and productivity
- Integrated all content with html and Dreamweaver templates in order to streamline the development processes and create consistency in branding across all of the offerings
- Administered all content and course deployments from the internal Learning Management System

2010 – 2010

Adobe

Madison, WI

Adobe Pre-Release Team Member

- Conducted beta testing to ensure functionality and quality of Captivate software package
- Wrote detailed test plans and assessed software for issues
- Selected to participate in a specialized team of Developers responsible for User Interface testing

2008 – 2009

NOV – MD Totco

Cedar Park, TX

eLearning Animator

- Developed interactive eLearning material and oversaw the Learning Management System modules for corporate training
- Compressed video for Flash delivery, modeled 3D simulations, audio-engineered voiceover talent, and created motion videos
- Delivered 85% cost-saving by offering in-house services, eliminating the need for outsourced development
- Decreased project delivery timeline by 40% by collaborating with departments and adhering to new workflow best practices
- Designed new UI templates and updated corporate UI standards

EDUCATION

University of Wisconsin - Whitewater

Whitewater, WI

Bachelor of Science, Communications – Multimedia Digital Arts (2008)