Objective

Adam Hain |adamhain@gmail.com | 415.722.5894

I plan to continue my career designing rich, learning experiences that are both engaging and appealing. I currently work as an Instructional Designer, utilizing these skills to design and create dynamic, effective learning curricula and media.

Skills

Instructional Design – Strong understanding of adult learning theory and design models including ADDIE, SAMR, CTML, TPACK. Extensive experience creating learning modules grounded in research-based methodology; Deeply familiar with ID theorists: Gagne, Kolb, Mayer, Bandura, Knowles, Bloom etc.

Project Management – Self-motivated, effective managing multiple simultaneous workflows, interfacing directly with SMEs, IT, Administration and Management; Capable in rapidly evolving settings;

Faculty Development – Highly effective working directly with subject matter experts and faculty members;

Articulate Suite– Extensive experience creating interactive elearning using Articulate Studio and Storyline;

Adobe Creative Suite – Highly skilled in Photoshop, Premiere, After Effects and Illustrator. Also experienced in Captivate; Utilizing dynamic link and smart object workflows on a daily basis;

Video Editing and Production – Extensive experience in offline and online editorial environments. Strong understanding of post workflow and media management. Resourceful when problems arise and detail oriented to prevent them. Experience with all professional video codecs;

Audio Editing and Production– Expert experience sound editing for utility, clarity and creative design; Conform and OMF/AAF cleanup. Mixing and layback to current ITU BS.1770-3 and DCP standards; Ability to troubleshoot signal path and compatibility issues; Experience with music editing in a post-production environment;

HTML, CSS & Javascript – Experience creating standards-compliant, efficient code for content and presentation. Experience with Javascript and Jquery for interactivity in Instructional Design settings;

Google & Office Suites – Extensive experience with Google/Office collaborative workflows.

Experience

Instructional Designer
Western University of Health Sciences
- Management of numerous simultaneous projects independently and collaboratively;
- Elearning development and project management utilizing sound instructional design principles;
- Creation of multi-tiered online faculty training program;
- Extensive use of Articulate Storyline 2 and Articulate Studio, including faculty one-on-one and group training;
- Extensive use of Adobe CC Suite including Photoshop, Illustrator, After Effects and Premiere;
- Faculty development and curriculum consulting in a post-graduate environment;

Adjunct Professor - Department of Education
California State University Pomona
- Redesign and development of GED 578/L Alternative Learning Environments course;
- Conducted several workshops on use and implementation of elearning authoring platforms;

Post-Production Engineer/Media Encoding Engineer
Margarita Mix Santa Monica
- Project management in a professional broadcast environment, communicating daily with clients. Ensured timely delivery of assets for global brands including NFL, Kia, Nissan, Apple, Google, Honda and Activision;
- Worked closely with new hires and temp employees, training in one-on-one and collaborative settings;
- Encoding of audio/video media at delivery spec for broadcast, cinema and web; Prep of audio assets for mix, advanced SDI and AES patching, ISDN, FTP management, Filemaker databases.

- Professional Pro Tools HD environment using Sync I/O and industry standard plug-ins;
- Processing and transcoding of dailies from numerous camera formats including ARRI, RED and Canon;

Technical Writer/ Assistant Editor
Fancy Film Post Services
- Developed training materials for in-house employees and new hires;
- Editorial duties including online conform for layback to HDCAM SR and audio finishing.

Educational Multimedia Video Producer/Director
Ecological Farming Association
- Produced and directed educational videos for the organization's Water Stewardship Project;
- Worked closely with director to manage the creation of high production value educational media.

Sound Editor/Mixer
Image Reaction Productions/Astronauts Guild
- Sound mix and edit for various commercial projects;
- Editorial duties including online/offline conforms and encoding.

Sound Mixer/ Video Editor
Green Planet Productions
- Lead Sound Editor "The Big Fix" (Cannes 2011), "Freedom" (2012);
- Trained interns and assistants in post-production workflow;
- Key part of team that cut and delivered the documentary "Fuel" (Winner: Sundance, AFI Huston, Sedona, Santa Cruz and Gaia 2008) for DVD. Cut and mixed all sound for DVD extras and supervised remixing of the film from theatrical. Mixed and cut sound for TV and educational version of film; and
- Assistant Video Editor for nationally distributed television versioning of films.

Post Production Assistant
Digital Neural Axis
- Assisted the online editorial of "Bhutto" (Sundance 2010) and "Budrus" (Tribecca 2010). Sound liaison between online editorial and sound studio.
- Various outputs/dubs – NTSC, PAL, HDCAM, QuickTime codecs etc.

Education

Doctorate of Educational Technology *(Degree in Progress)* **| Central Michigan University, Mt Pleasant, Michigan (Online Global Campus)**
This innovative and uniquely practical program focuses on research and development of effective online program development and technology integration.

M.A. Educational Multimedia/Instructional Design | California Polytechnic University, Pomona, California
This program is focused on creating highly interactive media informed by Instructional Design principles. Extensive use of the Adobe Suite is required to produce graphic, animation and video interactions as part of curricula design.

B.A. Broadcast & Electronic Communication Arts | San Francisco State University, SF, California
My post-production emphasis put me in the company of well-respected and renowned professors in the Broadcast and Film departments. Both utilize Adobe, FCP, and Pro Tools for completion of media productions. During my attendance, I worked on several MA thesis films and also was a teaching assistant in post-production courses.

Human Computer Interaction Design Specialization | UCSD/Coursera
This specialization consists of eight multi-week courses designed to provide experience creating and evaluating human-centered interaction designs in various settings.

Graphic Design Specialization | CalArts/Coursera
This specialization consists of five multi-week courses designed to investigate design elements to communicate meaning while being informed by a historical awareness of the field.

Personal

I grew up in a small town near the Central Coast of California. I moved to Santa Cruz, California and completed my first two years of college there. After living briefly in Seattle, I moved to San Francisco to finish my undergraduate studies. I have lived in Southern California, with my wife and two sons for several years. I enjoy exploring interactive visual arts and technology as well as spending time outdoors hiking and taking pictures.