# KATHERINE THOMAS

125 Rosewood Dr., Nellysford, Virginia, 22958, United States

207-699-8388    katie.animates@gmail.com    http://kthomas-edtech.weebly.com/

**SOFTWARE SKILLS:** 3D Studio Max, Maya, Photoshop, Illustrator, After Effects, Premiere, Dreamweaver, Flash, SketchUp, Unity, Articulate Storyline, Canvas, Microsoft Office, HTML/CSS

## PROFESSIONAL EXPERIENCE

### JAMES MADISON UNIVERSITY, HARRISONBURG, VIRGINIA

Adjunct Faculty, January 2016 – Present

- Developing online curriculum for adult learners in the field of Instructional Design on Canvas.
- Leading synchronous online discussion on basic tenets of designing instruction for various audiences.
- Guiding adult learner processes in designing instructional projects through needs analysis and rapid prototyping.

### DISCOVERY EDUCATION, SILVER SPRING, MARYLAND

Interactive Designer, February 2014 – Present

- Directed art design and visual asset delivery for gamified interactive projects for Math Techbook product.
- Produced original designs and illustrations for digital interactives.
- Assisted in user experience research of product use through data collected from test observations and focus groups.
- Supported the development of gaming experiences that teach new skills and concepts through theory and research.

### ROSETTA STONE, HARRISONBURG, VIRGINIA

Animator/CG Graphic Artist, July 2010 – March 2013

- Designed and produced 2D and 3D assets for online games and virtual language-learning experiences for users wanting to learn new languages.
- Built sequential images that engage the user through interactive conversation and storytelling.
- Constantly strove to balance creative directives with strict pedagogical and deadline limitations.

### PET HEALTH NETWORK, PORTLAND, MAINE

CG Graphic Artist, April 2008 - June 2009

- Mastered 3D organic modeling techniques for model rotations of dog and cat organs and joints for educational product in the veterinary field.
- Produced educational animations for veterinarians and their clients explaining disease progressions and procedures for treating animals with injuries and illnesses and in turn increased clinic earnings.
- Worked with leading veterinarians in their fields to develop models and animations as accurately and visually engaging as possible.

### SPUTNIK ANIMATION, PORTLAND, MAINE

Animator/CG Graphic Artist, September 2005 - April 2008

- Developed pre-visualization concepts and finished 3D and 2D works for documentaries, multimedia installations and industry specific education.
- Pushed under tight schedules to produce a clean and finished product.
- Completed jobs successfully in both cooperative and individual work settings.

### TSURUTA HIGH SCHOOL, TSURUTA TOWN, AOMORI PREFECTURE, JAPAN

Assistant Language Teacher, August 1998 - August 2001

- Developed and implemented creative lesson plans to keep students' interest while learning.
- Planned and managed English Camp for senior students filled with fun and engaging activities to help prep for study abroad in America.

## EDUCATION

### JAMES MADISON UNIVERSITY, HARRISONBURG, VIRGINIA

Master of Education, M. Ed. in Educational Technology, May 2016

- Participated in foundations and digital media classes, collaborated in group projects and developed instructional media for education.
- Focused on games, learning, cognition and theory in context of new media for education.

### VANCOUVER FILM SCHOOL, VANCOUVER, BRITISH COLUMBIA, CANADA

2D and 3D Character Animation, September 2004

### DEPAUW UNIVERSITY, GREENCASTLE, INDIANA

Studio Arts and East Asian Studies Majors, May 1998

- Graduated Magna Cum Laude in my class.