

DAVID NEWBORNE

Senior Learning and Development Project Manager | Instructional Design Specialist

DETAILS

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LINKEDIN

<https://www.linkedin.com/in/david-newborne>

SKILLS & QUALIFICATIONS

- eLearning
- Agile Frameworks (Scrum, Kanban, XP)
- Learning Development
- Managing Feedback Metrics
- Customer Relationship Management
- Program Planning
- Strategic Thinking
- Cross Functional Collaboration
- Communication & Presentation Skills
- Global Perspective
- Adobe Creative Suite
- Risk Identification & Mitigation
- Problem Solving
- Continuous Improvement
- Jira | Confluence
- Salesforce
- Beacon
- Encompass
- Workday
- Cornerstone
- SharePoint
- Smartsheet
- MS Office Suite
- Figma

EDUCATION

Master of Education in Learning, Design & Technology
University Of Georgia
Athens, GA

Bachelor of Science in Organizational Communication
Kennesaw State University
Kennesaw, GA

AFFILIATIONS

New Member Ambassador,
Association of Talent Development

Counselor,
Junior Achievement of Atlanta Discovery
Center BizTown

Scrum Alliance Member

Class B Commercial Driver's License

Realtor
Georgia Real Estate Commission

PROFILE

A CSM Certified Scrum Master and Project Manager with over 8+ years of experience in supporting organizations with developing leaders. Skilled designer who focuses on producing engaging, diverse, and dynamic employee programs. Attributed success to achieving company-wide transformational goals, process improvement, and change management initiatives. Passionate about innovation with a proven track record of exemplary ability to communicate. Motivational leader, who excels in a high paced environment, executing solutions that translate into new opportunities, techniques, and approaches.

PROFESSIONAL EXPERIENCE

MasterClass, San Francisco, CA

JULY 2023 – CURRENT

Learning Design Manager

- Develop learning strategy for over 120 micro-courses covering a range of topics.
- Establish domain expertise in over 30 topics through researching key learning objectives/outcomes focused on retention.
- Lead a creative team. Work directly with creative producers, video editors, and an editorial team in producing new assets.
- Ensure assets are aligned to course objectives, follows learning design theories, and delivers engaging, outcome-focused experiences.
- Collaborate with Pub Ed and the post-production team to source relevant video clips and edit as needed.

Bayview Loan Servicing, Coral Gables, FL

JANUARY 2022 – FEBRUARY 2023

Senior Training Project Manager

- Managed the execution of programs by applying the A.D.D.I.E model which encompassed the analysis of learning needs through data, resulting in customized training tools.
- Mitigated continuous changes in training requirements by properly defining, documenting, and controlling project scope.
- Developed robust instructional designs specialized to counsel, coach, and guide staff by authoring observable learning objectives.
- Produced biweekly audits and reported out metrics that evaluated the success, opportunities, and risks of each program.
- Established a weekly cadence of organizing project files to preserve quality standards and ensure properly maintained resources.
- Collaborated with cross functional teams including IT, Process Improvement, Encompass Support, Compliance, Training Peers, and UAT teams to effectively deploy programs on company platforms.
- Resolved over 180 tickets by identifying and implementing helpdesk protocols for staging server hitches.
- Led and facilitated status meetings with stakeholders to ensure readiness of all initiatives and seamless operational procedures.
- Developed and distributed documentation standards for instructional designers in Trello shortening peer review cycles by 4 days.

AP Ventures, Columbia, MD

JANUARY 2021 – JANUARY 2022

eLearning Project Manager

- Directed high-performing project teams, including programmers, 3D animators, graphic artists, app developers, instructional designers, and multimedia personnel to create Oculus VR experiences.
- Administered all Agile/Scrum processes including sprint planning, daily scrums, sprint reviews and sprint retrospectives, coached team members and clients on Agile process.
- Prepared appropriate eLearning and knowledge transfer assessments for department of defense and US Airforce personnel to measure impact of their VR aircraft simulator training modules.
- Led weekly collaboration meetings to evaluate and harden targets.
- Utilized MS Project to establish milestone schedules and task dependencies for several Department of Defense simulation programs.

Computer Generated Solutions, New York, NY

OCTOBER 2017 – JANUARY 2021

Senior Learning Technology Specialist

- Crafted hundreds of digital assets for job aid documentation, participant guides, webinar videos and learning resources.
- Created over 30 facilitator guides by dissecting the company's preexisting department manuals and composed step by step templates on learning materials, transitions, and activities.
- Designed storyboards for Mastercard's online processors totaling seven-course hours.
- Expanded the engagement and interaction of Mastercard's employee training by designing and developing their first branched logic, eLearning storyboard enabling employees to customize their journey by altering their pathways through self-choice scenarios.
- Supported SaskTel, an international client with the adoption of new products and solutions for their Telecomm agents.
- Led content strategy for IBM's Sales division for the implementation of a new multi-cloud adoption by creating facilitator guides, designing specialized materials and authoring a digital sales tool kit for field associates.

XINNIX, Alpharetta, GA

AUGUST 2015 – OCTOBER 2017

Learning Design & Technology Project Manager

- Commissioned by Senior Leadership to convert the organization's flagship product to an eLearning solution.
- Transitioned to Agile development in 2 months and filled in as Scrum Master on 3 Scrum teams.
- Advanced project management methodologies and reduced project cycles by 21 days.
- Led content strategy and delivery planning for three programs totaling 220-course hours.
- Upgraded and migrated 1000+ users from a staging server to a custom LMS solution Tin can API and SCORM content
- Created and applied three competitive gaming programs that reported on comprehensive dashboards to monitor student progress.
- Promoted leadership, business development, and learning solutions by facilitating virtual instructor-led classroom training.