

KEVIN HUG

111 Dale Avenue | Willow Grove, Pa. 19090 | 267-237-6954 | ckevinhug@yahoo.com

E-Learning Development | Instructional Design

E-Learning Specialist whose creative background, degree in interactive technologies, and over 17 years of professional experience combine to provide proven, engaging interactive learning tools and marketing materials to provide a competitive edge to any corporate environment.

Dedicated and comfortable working in a team environment while also being independent and self-motivated in all phases of development; from conception to delivery. Proven organizational, communication, and leadership skills with quality, results and goal oriented attitude. Experienced in project management from project scoping to delivery, including coordinating, scheduling, tasking, development, and quality assurance.

Education

The Art Institute of Pittsburgh: Bachelor of Science degree in Interactive Media Design, (3.9 GPA)

The Art Institute of Philadelphia: Associate of Science degree in Multimedia, (3.9 GPA)

Temple University: Psychology: Area of Emphasis: Human Behavior and Human Factors

Expertise and experience in the following areas:

Adobe Captivate / Adobe Flash / Adobe Photoshop / Adobe Premiere / Adobe AfterEffects / Adobe Audition / Adobe Dreamweaver / Articulate Studio / Camtasia Studio / Sony Sound Forge / PreSonus Studio One / XHTML, CSS, and JavaScript / Drupal CMS and Social Media Development / Graphic Design and Layout/ Motion Graphics / Audio and Video Production / Music Creation and Production / Voice Over Talent / Photography / Creative Writing / Microsoft Office

Currently holding an active Department of Defense Secret Security Clearance.

Member: eLearning Guild

Professional Experience

Northrop Grumman Mission Systems West Conshohocken, PA 1998 – Present

Senior Multimedia Design Engineer, October 2007 - present

Multimedia Design Engineer, September 2003-September 2007

Design and develop embedded training tools, e-learning courseware and marketing content, including audio, video, animation and interactivity for both disc and Web based applications.

- Designed an embedded, multimedia system simulation training tool supporting U.S. Department of Defense intelligence software, the success of which has resulted in the production and deployment of over 350 modules to date.
- Researched and implemented an open source solution for the creation of a social networking, community driven site supporting U.S. Air Force intelligence software, which is on target to reduce annual development costs by over 50k.

- Collaborated with subject matter experts (SME's) and sales team to create engaging marketing tools and movies which were successful in winning government contracts and increasing revenue.
- Designed and developed a prototype of a mission based scenario game supporting the US Air Force's use of C4I Intel software. Presented a briefing of the prototype and of the benefits of scenario based learning as it relates to military intelligence systems training. The brief was well received by Program Managers and Senior officials on site at Langley Air Force Base resulting in further research.

Litton Industries / PRC (Acquired by Northrop Grumman Corporation in 2003) 1998 - 2003

Instructional Systems Developer, January 2001 - September 2003

Assistant Functional Applications Analyst, December 1998 - December 2000

Responsible for the design, development and delivery of computer based and Web based training programs for distribution on NT and UNIX workstations and Intranet.

- Interacted with subject matter experts for the development of Navy based training curricula.
- Developed role-playing scenarios including script writing, video, audio and animation production which improved user performance in the field.
- Designed an interactive flowchart program used as an effective performance support tool on U.S. Navy aircraft carriers.
- Created a series of fleet support modules in which software use is simulated through screen captures, animation, audio and video.

MCA Records, 2001 – 2003

Member of MCA recording artist, Familiar 48. Worked with a Grammy nominated producer while recording the full length album release, *Wonderful Nothing* (Refuge / MCA Records, 2002).

- The album's first single, 'The Question', reached number 34 on Billboard's alternative rock chart.
- 'The Question' was the number one most added single to Active Rock and Hot AC radio for several weeks following its release.
- Embarked on a successful live performance promotional tour of the U.S.
- Developed promotional materials, email marketing campaign, including logo and Web site design and maintenance.

Pennsylvania Museum of American Art, Philadelphia, PA 1998

Intern, March 1998 - September 1998

Selected by the faculty of the Art Institute of Philadelphia to develop an educational tool to promote the history and artwork of the museum. The end product provided increased revenue for the Academy of Fine Arts.

- Conceptualized and designed the main menu interface.
- Designed interface and content flow for a section about the museum's history.
- Acted as consultant and main contact with the museum's archivist for the gathering of content.