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| Larry A. StoweSenior Instructional Designer | illunz@gmail.com • (704) 351-8275https://www.linkedin.com/in/larry-stowe-2b67b1204/• Walkertown, NC 27051 |

Summary

Creative and passionate gamification specialist with expertise in instructional design, programming, and motion graphics. Strong track record of inspirational leadership in diverse fields. Keen eye for detail and process improvement opportunities. Over 20 years of progressive experience in tech-heavy roles. Dynamic and personable with the communication skills needed to convey complex information.

Technical Proficiencies

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| Tools | 3D Studio Max, Cinema 4d, Zbrush, Maya, AdobeCreativeCloud2021, C4D 22 BP, ZB4-2021, IOS/Android app creation, CSS, Adobe Captivate, CMS engines, Torque Engine, Quark, CryEngine2, UDK, Unity3d 3-2021, Nintendo APIs, ID tech, Canvas LMS, Blackboard LMS |
| Web | PHP/MySQL, HTML5, CSS, Dreamweaver |
| OS | UNIX, OSX, Windows |
| Programming | Basic/VB, JavaScript, C# |

# Selected Accomplishments

1. Won $100K grant from NCAA/DoD to create educational app for athletes.
2. Created art that was exhibited at international gallery.
3. Built training app to enable CDL drivers to perfect backing skills on mobile devices.
4. Reduced development costs 50% by self-teaching unity3d within three months.

# Professional Experience

**GCS K-12 School System, 2018 - 2021**

Fully Licensed Visual Arts Teacher | Mentor

Leveraged online learning methodologies to teach art students. Transformed and adjusted curriculum with relevant teaching models. Provided one-on-one mentoring to inspire high achievement. Taught digital literacy and design skills.

*Key Achievements:*

* Created SCORM-enabled app that communicates with Canvas LMS.
* Awarded full scholarship to attain Master's in Instructional Design and Technology by 01/2022.

**Central Refrigerated/Swift Trans/Knight Corp, 2008 - 2018**

Contractor Fleet Owner and Trainer

Orchestrated all aspects of operations for logistics contractor. Hired, trained, and managed fleet of trucks and subcontractors. Created apps and training curriculum to impart safety skills and inspire high performance. Researched training tool development via interactive design to increase engagement.

*Key Achievements:*

* Created live-action truck driving training experience that utilized ADDIE methodology to help potential CLD holders obtain credentials and develop safe & professional habits.
* Reduced turnover in parent company through effective driver training and motivation.
* Changed safety attitudes to deliver seven accident-free years.
* Attained 98% upgrade success rate through exceptional training.
* Raised value of parent company through diligent record keeping and enabled company sale.

**NCAA-Department of Defense Mind Matters Challenge, 2015 - 2016**

Instructional Design Contractor - Know Your Brain

Designed mobile game to compete in nationwide mind matters challenge contest. Partnered with SMEs including associate professor and athletic trainer to ensure quality content. Leveraged ADDIE principles and SCORM-like scripts to create apps that educated athletes through simulation of concussion symptoms. Integrated YouTube videos of testimonials into menu system. Integrated focus group studies and feedback to fine-tune tasks and lessons within app.

*Key Achievements:*

* Programmed in C# and JavaScript, animated, and 3D modeled 95% of game from end-to-end.
* Created five apps that were altered when main game's outcome was determined.
* Presented fully functional game to stakeholders and garnered immediate interest two months ahead of deadline.
* Sped app creation 52% by streamlining asset creation.

# Additional Experience

Lead Designer, **Altasky LLC**

Lead 3D Artist/ Digital Content Creator, Script Coder, **LAAPlatform**

Computing Help Desk Analyst, **UNCG, Greensboro, NC**

# Education

**Master of Science in Instructional Design & Technology, January 2022**Full Sail University, GPA 3.58

**Bachelor of Fine Arts, May 2004**University of North Carolina at Greensboro

Full Athletic Scholarship, Division I Basketball

Won National Science Foundation (NSF) grant to design virtual laboratory using torque and UT2004 for developing countries

# Credentials

K-12 Lateral Entry GCS-ACT completion

# Extracurricular Engagement

*Hobby Indie Programmer, Nintendo Wii U* (2015 - Present)

Developed three Nintendo Wii U games using JavaScript and two apps using C#

*Freelance Motion Graphics Designer* (2004 - Present)

Work with studios in Charlotte and Greensboro, NC, as well as Johnson C. Smith University