

Doug Wolfe ♦ eLearning Professional

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SUMMARY

I am an eLearning consultant who specializes in the following areas: online learning, instructional design, interactive product development, mobile learning, educational content creation, and game development for higher education and K-12 clients. I enjoy wrestling with the puzzle of how to create and apply solutions that help students learn while dealing with the real-world constraints of limited budgets, sensitive stakeholders, and classroom realities.

ACCOMPLISHMENTS

Multnomah Learning, LLC, Portland, Oregon

Owner, eLearning Consultant

2015-present

- I provide development and consulting services in the areas of online learning, interactive product development, mobile learning, educational content creation, and game development for higher education and K-12 clients.

NETS, A Division of Newgen North America, Bloomfield, Connecticut (Formerly New England Typographic Service)

Vice President, Content Development

2010-2015

Director, Editorial Services

2005-2010

- I was hired to start an Editorial/Instructional Design department. Starting as a one-man band, I grew the department to six full-time staff generating up to \$2 million per year in revenue from digital and print educational development projects including e-books, digital and Web-based activities, interactive whiteboard (IWB) activities, digital assessments, and print materials.
- *Innovation:* I was part of a team at NETS that identified interactive whiteboards as an important emerging technology. I learned both the pedagogical and technical aspects of IWBs, made dozens of presentations to clients to educate them about IWBs, and trained staff. As a result, NETS became known as a thought leader for IWBs and the industry's best developer of IWB activities.
- *Project Management:* I have single-handedly managed projects involving as many as 30 people, was part of the project management team for even larger projects, and managed other project managers. For example, I led the NETS editorial and instructional design teams in an extensive rewrite and conversion of an existing print program to an online digital-first format. The complex workflow had never been tried, and the content team included five staff members, twenty freelancers, and two outside companies. Despite those challenges, our team completed the project on time, allowing the client to meet a critical deadline. In addition, I simultaneously managed a companion project with 25 new videos and supporting print materials.

Boise State University, Boise, Idaho

Teaching Assistant, EdTech 536 Digital Game Design for K-12 Classrooms

Fall 2014, 2015

- Hired to assist students in a course on creating and programming games for mobile devices, I also researched and recommended a new development environment for the course, assisted with rewriting the curriculum around the new platform, and graded all the major projects.

Salmon Brook Consulting, Granby, Connecticut

Instructional Design Consultant

2002-2005

- I started my own business to provide instructional design, interactive development, and editorial services. I completed an array of projects including the design of online math tools, professional development materials, math lessons and assessment items, and an e-commerce website.

McGraw-Hill School Education Group New Media, Farmington, Connecticut
(Formerly Macmillan/McGraw-Hill School Division)

Director, Content Development and Product Concepts	1997–2002
Director, Technical Research and Development	1996–1997
Director, School Productivity	1995–1996
Software Development Manager	1994–1995

- Through a series of positions, I supervised a wide variety of departments and functions: instructional design, art/animation, audio/video, software engineering, and network administration. I developed new product proposals, developed schedules and budgets, and directed the production of design documents, specifications, and storyboards for technology products such as interactive games, tutorials, online books, and math tools.
- Our development team grew from 15 people to 49 people as we successfully completed a \$4 million project consisting of 32 CDs in a single year. Consistency and clarity were essential to reaching our goal, and so I developed templates and interface standards that became the foundation for many future projects as well. Also, being short on programmers, I singlehandedly designed and coded the teacher reporting software for the product in a matter of days, a system that was adapted and reused for a half dozen subsequent projects.

CTB Macmillan/McGraw-Hill, Monterey, California

Integrated Learning System Design Manager	1993–1994
Interim Mathematics Manager (concurrent with position above)	1993–1994

- I provided overall instructional design and technical supervision for a project consisting of three hundred math and reading lessons for high school and adult learners. Due to our inability to find a strong Mathematics Manager, I ended up doing that job as well, developing the program scope & sequence and supervising storyboard writers. Unfortunately, the project was cut short due to a change in upper management.

Jostens Learning Corporation, San Diego, California
(formerly Education Systems Corporation, now Compass Learning)

Interim Project Manager	1990–1991
Instructional Designer	1987–1993

- I wrote lessons and designed instructional tools for an award-winning high school algebra program, as well as high school geometry, middle school math, and math readiness. I also worked on the integration of the Jostens math programs with learning management systems, presented teacher workshops, performed in-house training, and gave regular sales presentations.

EDUCATION

Boise State University, Boise, Idaho
Master of Educational Technology
also Graduate Certificate, Online Learning

San Diego State University, San Diego, California
California Single Subject Professional Clear Teaching Credential in Mathematics.
Received *Outstanding Student Teacher Award*.

Stanford University, Stanford, California
B.S. in Mathematics