

EMIL HEIDKAMP

LEARNING & TECHNOLOGY SPECIALIST

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I help organizations solve learning-related challenges, usually (but not always) through the application of digital technology. From high-level strategy to hands-on content production and web/mobile development, my experience covers the full scope of learning design and delivery.

NOTABLE CLIENTS/PROJECTS

World Bank IFC, US Navy, Microsoft, CGIAR Consortium, United States Army Corps of Engineers, Johns Hopkins University, the Washington Post, Kaufman Hall, Terre des hommes, Leadership Network, ECFA, Center for Global Policy Solutions, Rehabilitation Institute of Chicago, Nucor, FINCA international, Natural Resource Defense Council, Pearson Education, Rogers Wireless, JP Morgan Chase, SCL Health

CAREER OBJECTIVE

To serve as a key contributor in an organization dealing with unique learning-related challenges, to which I can lend my learning and development expertise, management experience and technical skills.

HIGHLIGHTS

- Managed all aspects of user training and online support resources for a healthcare-focused enterprise software publisher
- Helped FINCA International develop a unified online learning platform and e-learning strategy across subsidiaries in 23 countries, including regions with limited Internet access
- Designed a training workshop to help US Army Corps of Engineers staff communicate more effectively with the public and media during high-stress disaster situations
- Designed and oversaw delivery of “Train-the-Trainer” workshops to help U.S. Navy facilitators apply experiential, learner-centered methods in the classroom and improve their online ILT skills
- Worked with the World Bank to build custom learning platforms for a training program on energy and resource efficiency aimed at Chinese factory owners, which involved synchronizing sites hosted on Amazon and Aliyun (Alibaba)
- Contributed to the first entirely online middle grades math curriculum released by a major educational publisher

SKILL SET

- Management (Account Management, Project Management)
- Learning & Development Strategy (Needs Analysis, Program Design, Platform Architecture)
- Writing (Copy Writing, Technical Writing, Proposal Writing)
- Instructional Design (Adult Learning, e-Learning, ILT, Virtual Classroom, K-12 Education)
- Multimedia & Interactive (Adobe Premiere, After Effects, InDesign, Photoshop, Reaper, Camtasia, PowerPoint, Keynote, Articulate, Captivate, iSpring, Lectora, Adapt)
- Web/Mobile/Software Development (Solution Architect, UX Design, Database Design)

WORK HISTORY

Sonata Learning (2015-Present)

CEO, Senior Learning Strategist

I currently own and operate a company that provides learning-related consulting, content development, face-to-face and virtual workshops and technology solutions for clients in business, government, academia and the NGO/nonprofit sector. Clients include the U.S. Navy, CGIAR Consortium, Johns Hopkins University, U.S. Army Corps of Engineers and the World Bank.

Kaufman Hall (2012-2015)

Manager of Learning & Digital Design

Oversaw development and delivery of classroom and online training programs for a healthcare finance software company with over 600,000 end users across the U.S. and internationally. Helped one of the firm's financial consulting clients, a major regional healthcare network, to consolidate its training programs post-merger. Also provided graphic design support for the sales team and contributed to UX design for software products.

Alpine Access (2011-2012)

Instructional Designer at Alpine Access

Worked with several Fortune 500 organizations to translate their classroom training into online training courses for remote employees. Projects included training for Microsoft Xbox technical support agents, JP Morgan Chase telebanking representatives and Rogers Wireless customer support staff.

Pearson Education (2005-2010)

Senior Project Manager / Instructional Designer

Managed a wide range of technology products (websites, CD-ROMs, interactive games, e-books) in a variety of disciplines (Math, Science, Reading, Social Studies) from initial concept through QA, manufacturing and legacy support. Coordinated with authors, editors, graphic designers, UX designers and Flash programmers in creating an entirely online Math program, encompassing assessment, intervention, enrichment and a wide range of learning methodologies. Developed interactive whiteboard applets for classroom use.

EDUCATION

BA in History, Political Science, University of Illinois (Chicago), 2000

LANGUAGES

English (fluent), Spanish (conversant), German (basic)

REFERENCES

Available upon request