Danny M. King

dmk@dannymking.com 352-516-5051 (cel) • 352-357-1569 (land)

Experience

ICATT Professional Services

Instructional Design Internship

- Analyzed and evaluated existing course material for online learning service
- Provided recommendations for revision including LMS organization, branding, learning objectives, course map, lessons, and assessment design

Lake County Public Schools – Leesburg High School

English Language Arts (ELA) & Literature Teacher

- Instruct Cambridge AICE/AP level high school ELA and literature courses
- Design, develop, implement, and evaluate standards-based units of instruction
- Maintain consistent rating of Highly Effective

Griffey Engineering, Inc.

Civil Engineering Designer and Drafter

- Designed and drafted technical plans for civil engineering firm
- Produced digital and print exhibits, reports, document sets, schematics, and submittal packages

Education

University of Central Florida	Orlando, FL
BA in Interdisciplinary Studies	Conferred May 2014
 Concentrations in Education and Humanities Minor in English Literature 	
MA in Instructional Design & Technology	Conferred August 2021
 Instructional Systems Design specialization Concentrations in multimedia, simulation, evaluation, 	and cognition
Professional Licenses	
Florida Professional Educator's Certificate	Expiry 06/30/2023
- English 6-12, Humanities K-12	
- ESOL Endorsement	
Florida Notary Public	Expiry 08/06/2024

Florida, Remote

Summer 2021

Leesburg, FL 2015-Present

Eustis, FL

2005-2015

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Skills

Analysis

- Front End Analysis

Design & Development

- Articulate & Captivate
- Photoshop & Illustrator
- Animation (Adobe Animate)
- Basic Scripting (HTML/CSS)
- Digital & Print Material Creation
- Storyboarding
- Screen casting & Capture

Implementation

- LMS (Canvas, Google Classroom, HTML5, Moodle, Thinkific)
- Synchronous Virtual Instruction

Evaluation

- Formative & Summative Evaluations

Frameworks

- ADDIE
- K-12 Standards

- PowerPoint Voiceover/Conversions

- Training Needs Assessment

- Audio & Video (Audacity & Premiere)
- Modeling (2D/3D AutoCAD & Blender)
- Multimedia Learning Principles
- Assessment Design
- Simulation & Gamification
- Research and Knowledge Acquisition
- Face-to-Face Classroom Instruction
- Blended Instruction
- Data-driven Revision & Iteration
- Agile