DEAN ERNST

LEARNING EXPERIENCE DESIGNER
DIGITAL LEARNING SPECIALIST

PORTFOLIO

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EMPLOYMENT SUMMARY

Learning Design Lead
CommBank

2023 - Now
- Developing modern and engaging digital learning experiences for the financial services industry.
- Designing innovative learning experiences that ensure a future-ready and customer-centric workforce..

Learning Experience Designer
Auto & General

2020 - 2023
- Developing modern and engaging digital learning experiences for the financial services industry.
- Leading and implementing a digital design system approach to enable consistent and HQ digital learning design across teams.

Digital Learning Designer
Royal Flying Doctors Service

2018 - 2020
- Designed and delivered a range of engaging and innovative digital learning solutions for diverse audiences and purposes.
- Developed education and training solutions for RFDS QLD in immersive, simulation and virtual reality environments.
- Lead a Learning Community of Practice to ensure a consistent approach to design & delivery, included developing an RFDS digital learning design system.

Learning Experience Designer
Minor Hotels

2016 - 2018
- Worked with SME's and the L&D team to develop innovative & engaging learning courses & programs.
- Developed templates, procedures & guidelines for online course delivery and support blended learning best practice.
- Supported a distributed workforce with best practice access to online training resources via LMS and other systems with Mobile First approach to online training delivery.

Digital Learning Developer
University of the Sunshine Coast

2011 - 2014
- Led & managed the faculty online learning team.
- Worked collaboratively with Academics and other stakeholders to develop learning solutions to enhance the student experience.
- Developed templates, procedures & guidelines for online course delivery and support blended learning best practice.
- Maintained an up-to-date knowledge of current technical best practice and industry trends in relation to online learning and educational technology.

Web/eLearning Developer
Sunshine Coast Grammar School

2003 - 2011
- Led and managed eLearning and web projects and co-ordinate d project teams as needed.
- Developed and maintained the Intranet environment including planning and implementing various technologies including news listings, calendars, faculty web pages, wikis and collaboration tools.
- Developed, maintained and coordinated the Sunshine Coast Grammar School LMS and online e-learning program and environments.

EDUCATION

Post Graduate Diploma of Education *Massey University (NZ)*

Bachelor of Recreation Management *Lincoln University (NZ)*

SKILLS SUMMARY

eLearning Development
Expertise in eLearning authoring tools. Including: Articulate 360, Elucidat Gomo, Evolve, iSpring, Guroo, Chameleon, H5P

Learning / Instructional Design
Expertise in ID/LXD models and agile methodologies as applied to course design & development, including Universal Design Principles (UDL), Learner Centred (LXD) and Design Thinking approaches.

Visual/Media Design
Expertise in graphic, video and animation design & tools, Including: Adobe CC, Camtasia, Vyond, Figma, Canva, etc

eLearning Platforms & Standards
Expertise in digital learning technology, including SCORM, xAPI, CMI5 standards and LMS/LXP/LRS platforms eg Cornerstone, Degreed,Litmos, Docebo, Canvas, Moodle, SuccessFactors, Rustici, Watershed etc

Web & UI/UX Design
Expertise in Web and UI/UX design principles and web accessibility (WACG) requirements via HTML, CSS & & JS coding.

Emerging Technologies
Understanding and interest in emerging technologies such as AI, VR, and AR to enhance digital learning development & experiences.

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With experience in instructional, graphic and UX/UI design, I aim to create learning experiences that captivate and engage, content that is relevant and learning journeys that learners embrace, rather than endure out of obligation.

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