

Ana Carolina Ospino A.

Instructional Designer



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LANGUAGES

Spanish / Native

English / C1

Portuguese / A1

COMPUTER SKILLS

Creative Cloud Suite

Illustrator, Photoshop, After Effects, Premiere, Adobe XD

Programming

C#, Java, Basic HTML5

Tools

Unity 3d, Articulate Storyline, Figma

ACHIEVEMENTS

Fulbright Scholarship

Awarded Fulbright "Pasaporte a la Ciencias" to pursue graduate studies in the United States for fall 2021 entry.

Winner of "Crea digital 2018"

Co-production of digital content with a cultural and educational emphasis from the Ministry of Culture and the Ministry of information and communication technologies of Colombia's Government.

Strengthening Social Organizations PP Medellin's town hall.

Lead developer of the Aurora clinic, "Aurelio Sol Naciente," an educational videogame that teaches children skin-cancer prevention.

ABOUT ME

I am an Audiovisual Communication and Multimedia Professional with an emphasis on interactive design. Experience in developing, designing, and managing interactive entertainment and educational content, such as video games, augmented reality and online courses.

EDUCATION

2021-2023

UNIVERSITY OF TEXAS AT AUSTIN

LEARNING TECHNOLOGIES M.A

GRA at Experiential learning initiative and Knight Center Journalism of America.

2012-2017

UNIVERSIDAD DE LA SABANA, COLOMBIA

AUDIOVISUAL COMUNICACION AND MULTIMEDIA

Interactive development certificate, meritorious thesis

WORK EXPERIENCE

2020-2021

UNIVERSIDAD DE LA SABANA.

ASSOCIATE PROFESSOR

Professor of subjects such as Multimedia Language and Interactive Script, courses focused on the creation of multimedia content covering the convergence of different media formats with a social purpose.

2018-2020

EGROUP COLOMBIA.

LEAD INSTRUCTIONAL DESIGNER

Planning, designing and programming e-learning projects for different companies, considering specific needs and creating an instructional and interactive products

Developing video game design (Gamification) strategies for different instructional necessities

2017-2018

HIGUERA STUDIOS.

MULTIMEDIA DEVELOPER

Designed and created interactive content for educational and social purposes, as maths, geography, and tourism.