

Instructional designer with 6+ years building training for adult and enterprise audiences, from live one-to-one coaching to scalable interactive eLearning for teams at Apple, Google, and TaskUs. Skilled in curriculum development, multimedia production, and translating complex technical material into content people actually retain.

> EXPERIENCE

Instructional Designer · TaskUs

2022 – Present

Milwaukee, WI (Remote)

- Design and develop new training courses using the ADDIE instructional design model, authored in Rise, Storyline 360, and Google Slides.
- Converted legacy training materials into interactive, self-paced courses in Intellum Evolve.
- Produced training across a portfolio of enterprise clients spanning consumer technology, e-commerce/apparel retail, legal services, private aviation, and autonomous vehicles, adapting format and tone to each client's audience and brand.
- Built accessibility materials, including subtitles and closed captioning, for all multimedia training releases.

Instructional Designer · Apple (Contract)

2021 – 2022

Austin, TX

- Built customer-support training for Apple's consumer and professional creative applications, including Pages, Numbers, Keynote, Photos, iMovie, GarageBand, Logic Pro, and Final Cut.

Instructional Designer · Google (Contract)

2021

Austin, TX

- Developed training on YouTube platform operations, including analytics, copyright and policy enforcement, AdSense, ad revenue, monetization, and merchandising.

Associate Instructional Designer · Whole Foods Market

2020

Austin, TX

- Built training covering information system rollouts, food safety, order writing, logistics, and store leadership development.
- Produced and edited original audio and video training content.
- Delivered training company-wide through Inkling, Cornerstone, Rise, and Vyond.

Creative · Apple

2016 – 2019

Milwaukee, WI

- Guided customers through device setup and workflows, improving day-to-day productivity on their hardware and software.
- Mentored both new employees and customers on Apple's product ecosystem, and delivered live product demonstrations at in-store sessions and events.

Specialist · Apple

2011 – 2016

Milwaukee, WI

- Diagnosed customer needs and recommended the right combination of hardware and software solutions, and led one-to-many setup sessions teaching customers to use their new devices.

> EDUCATION

Full Sail University

2010

Bachelor of Science, Audio Engineering · Winter Park, FL

Full Sail University

2009

Associate of Science, Audio Engineering · Winter Park, FL

> SKILLS

ADDIE / SAM / Bloom's Taxonomy

Needs & Gap Analysis

LX Design / UX for Learning

Storyboarding & Scripting

Stakeholder / SME Collaboration

Assessment & Evaluation Design

Cornerstone / Intellum Evolve / Articulate 360

AI-Augmented ID (Claude, ChatGPT, Gemini, Grok)

Vyond / Camtasia / Adobe Creative Cloud

Public Speaking & Demonstration

Google Workspace / Zoom / Slack

Pro Tools / Logic / Final Cut / iMovie

Project & File Organization

Jira Workflow Tracking

Technical Troubleshooting

iOS / macOS Support

Music, video work, and interactive projects available at kylebartz.com