

# Skipper Pickle

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[skipperpickle.com/spickle-portfolio-2017.pdf](http://skipperpickle.com/spickle-portfolio-2017.pdf)

## Professional Skills

- Certified ScrumMaster
- UX design
- Instructional design
- Game design
- Data analytics
- Scrum Agile
- Web application design
- Content development
- Conflict resolution
- Community development

## Software Skills

Adobe Illustrator, Adobe InDesign, Omnigraffle, Adobe XD, InVision, Axure, Adobe Flash, Adobe Fireworks, Flex, ColdFusion, Adobe Dreamweaver, SQL Server 7.0

**Senior Product Designer**, Voyager Sopris Learning | Cambium Learning (Dallas), 2008-present. UX designer for reading and math intervention technology on mobile and the web. Gathered business and pedagogical requirements from curriculum team and education professionals. Designed interactions and created instructional storyboards and wireframes. Created characters and animation scripts for *Ticket To Read* Phonics. Revised user interface and created learning interactions for *Ticket To Read* Fluency. Designed user experience, determined adaptable word flow, and designed games for *VocabJourney*. Oversaw product development for *VmathLive*. Designed engagement systems (games, achievements, avatar system) and managed partner relationship for *Language Live*. Led cultural shift to Scrum Agile development for two teams, breaking in three Scrum Masters over three years, and serving as business analyst and proxy for product owner.

**Education Technology Consultant and Owner**, The Will Stewart Study Group LLC (Richardson, TX), 2007-present. Consultant and developer for curriculum, e-Learning, and instructional design projects. Clients include Adobe, Dell, DevelopMentor, Label Interactive, Spherical Dynamics.

**Director of Marketing and Principal**, Nexo Communications LLC (Lake Worth FL), 2006-2007. Built web application in PHP to allow creation and management of customer accounts for telecom startup. Created branding campaign (web site, brochures, and mailers) for flagship product. Created CD for distribution to customers and partners.

**Education Community Manager**, Macromedia, later Adobe (Richardson, TX), 2004-2006. Initiated education community development with a quarterly newsletter to K-12 professionals (first issue received more than twice the average response of typical e-mail). Supervised K-12 professional community of practice around core products. Created online infrastructure for education leader program. Moderated education leader mailing on a daily basis. Delivered bi-weekly status report on trends in education community as they impacted Macromedia's education market.

**Vertical Marketing Developer**, Macromedia (Richardson TX), 2000-2004. Built templates and assets for use by K-12 and Higher Education professionals. Wrote student curriculum (Macromedia Studio MX 2004 Step-by-Step, Studio 8 Step-by-Step and Multimedia Projects for Macromedia Flash MX 2004 and Dreamweaver MX 2004) and assorted staff development guides). Created prototype for use by early adopters with Flash Communication Server.

**Localization Manager/International UI Designer**, Macromedia (Richardson TX), 1998-2000. Hired and trained ten-person team for testing localized software. Created K-12 professional development site with user progress tracking. Led four-person team in education development efforts. Monitored and responded to customer feedback.

**Lead Curriculum Designer**, Jostens Learning (nee Ideal Learning) (Irving TX), 1992-94, 1996-98. Responsible for leading six-person team in developing educational software: personnel management, asset acquisition, project scheduling and budgeting product review, product feature planning and implementation, localization. Responsible for scripting, script review (English and Spanish), coding of interactions and games for cross-platform curriculum. Projects include Houghton Mifflin's K-2 Reading Series (Mac CD-ROM format consisting of 19 CDs).

**Director, Language Arts Development**, Gamco Education Materials (Big Spring TX), 1994-1996. Supervised R&D team to create educational software games. Oversaw development team as game/product designer. Prepared budgets, 18-month schedules, and development scripts for a variety of products. Wrote 40,000+ words for grammar product.

### **Education**

M.A., English, University of Arkansas, 1988. B.A., English, John Brown University, 1986. A.S., Broadcasting, John Brown University, 1986. Graduate studies in Marriage and Family Counseling, Southwestern Baptist Theological Seminary, 1992.

### **Other**

Spanish (fluency equivalent to Foreign Service Level 4), secondary English teaching (and other subjects), executive administration of a local arts center, cross-cultural training, and radio announcing.