Caroline Boschetto

I am an experienced, passionate, and detail-oriented instructional designer with strengths in project management, curriculum design, and eLearning development. I strive to cultivate engaging and effective training experiences customized to meet learners' needs.

<u>Professional Experience</u>

Senior Training and Development Specialist

Nintendo of America, August 2021 - present, Redmond, WA

- Scope, manage, execute, and assess instructional design projects, including eLearning courses, to train and support Nintendo of America's Product Testing Department Testers and Team Leads
- Facilitate high-impact hybrid technical trainings for Nintendo's QA testers and conduct training assessments and certifications
- Piloted the training department's eLearning authoring tool investigation, adoption, and internal training process to expand the department's virtual training capabilities and improve capabilities to gather metrics on training outcomes
- Collaborate closely with SMEs from NOA's Testing Dept. to develop high-impact training content, trainer guides, and assessments

Education and Engagement Content Developer (AmeriCorps 1-year contract)

King Conservation District, October 2020 - August 2021, Seattle, WA

- Consulted with in-house SMEs and employed the ADDIE method to design, develop, and deploy high-quality eLearning programs on technical concepts of natural resource management through videos and self-paced virtual modules
- Planned, coordinated, and facilitated engaging instructor-led trainings and live zoom webinars attended by 100+ participants
- Designed surveys, engaged in social media outreach strategy, and tracked, mapped and analyzed program assessment data
- Wrote and reviewed curriculum for instructional materials and translated content into Spanish to promote accessibility

Curriculum Writer and Instructor (AmeriCorps 1-year contract)

Common Threads, Aug. 2019 - Aug. 2020, Bellingham, WA

- Designed and developed immersive curriculum on nutrition and environmental science concepts
- Facilitated engaging, hands-on trainings for youth in public and private schools
- Designed, budgeted, implemented, and managed educational sustainable agriculture demonstration sites
- Held a leadership role in DE&I organizational development work

Experiential Education Program Leader (Seasonal)

Rustic Pathways, May - Aug. 2019, La Fortuna, Costa Rica

- Led immersive environmental science education programs for international student groups in remote areas of Costa Rica
- Bilingually facilitated groups of 50+ students in service-learning projects and cultural exchange activities
- Developed, communicated, and managed critical safety protocols and tracked metrics of project progress and success

Education

The University of Washington - Post-Graduate Certificate in eLearning Instructional Design, 2022

Nintendo of America - Lean Six Sigma Yellow Belt Certification, 2022

Ontario Institute for Studies in Education, University of Toronto - TEFL Certificate in Teaching, 2019

Northeastern University - Bachelor's in International Affairs, Minors in Journalism and Global Social Enterprise, Summa Cum Laude, 2019

<u>Skills</u>

<u>Skills</u>: Project Management (Agile, Lean, Scrum, Waterfall), Translation and Interpretation (English/Spanish), Adult Learning Theory, Training Facilitation, Curriculum Writing, Assessment Development, eLearning Training Development, ADDIE Model, Survey Development, Graphic Design, LMS Deployment

<u>Software:</u> Adobe Creative Suite (Captivate, InDesign, Premiere Pro, Photoshop), Articulate 360 (Storyline & Rise), Camtasia, Basic HTML, Canva, Social Media Platforms (Business/Marketing), Microsoft Office Suite Applications, Photography/Videography