

DONALD KENTNER

TRAINING & DEVELOPMENT | INSTRUCTIONAL DESIGN | TECHNICAL INSTRUCTION | DIGITAL MEDIA | FORMER U.S. AIR FORCE CAPTAIN

Claremore, Oklahoma | (307) 631-2815 | donald.kentner@gmail.com | [linkedin.com/in/donkentner](https://www.linkedin.com/in/donkentner) |

Portfolio: donaldkentner.com

PROFESSIONAL SUMMARY

Former U.S. Air Force Captain with a background in leadership, training, technical instruction, education, and instructional design. Spent more than 10 years teaching game design, programming, animation, graphic design, and digital media, helping students build technical and professional skills through hands-on and project-based learning.

More recently developed employee training and safety materials, including online learning, job aids, checklists, presentations, and scenario-based training. Experienced with Articulate Storyline 360, Articulate Rise 360, Adobe Creative Cloud, Microsoft Office, Unity, Maya, and other digital development tools.

Combines military leadership, classroom instruction, instructional design, and digital media expertise to turn complex procedures and technical concepts into practical, learner-centered training.

TRAINING, INSTRUCTIONAL DESIGN & TECHNICAL EXPERTISE

Instructional Design • Training & Development • Technical Instruction • eLearning Development • Curriculum Development • Training Delivery • Coaching & Mentoring • Workforce Development • Learner Engagement • Safety Training • Technical Communication • Team Leadership • Program Coordination

TECHNICAL SKILLS

eLearning Development

Articulate Rise 360 • Articulate Storyline 360

Adobe Creative Cloud

Photoshop • Illustrator • Premiere Pro • After Effects • Animate

3D & Interactive Media

Autodesk Maya • Autodesk 3ds Max • Unity • Unreal Engine • Substance Painter • Substance Designer

Development & Productivity

Visual Studio • GitHub • Microsoft Office • Google Workspace

PROFESSIONAL EXPERIENCE

Froman Equipment Repair LLC

Instructional Designer & Safety Training Developer | April 2025 – Present (Volunteer)

- Created training presentations in covering repair procedures, troubleshooting, and workplace safety.
- Designed equipment diagrams, labeled photos, icons, and visual reference materials in Adobe Photoshop and Illustrator to make technical information easier to understand.
- Produced short training and demonstration videos in Adobe Premiere Pro, combining equipment footage, photos, text, and narration to explain procedures and reinforce safety practices.
- Built scenario-based training in Articulate Storyline 360 that asked technicians to identify job-site hazards, choose the appropriate response, and work through realistic repair situations.
- Partnered with the business owner to capture technical knowledge, validate repair procedures, and ensure training materials accurately reflected day-to-day operations.

iD Tech Camps

Online Instructor – Digital Media & Game Development | March 2025 – August 2025

- Delivered live virtual instruction in digital media, animation, programming, and game development.
- Facilitated engaging project-based learning experiences and provided individualized learner coaching and support.

Round Rock ISD

Career & Technical Education Instructor – Game Design, Programming & Digital Media | August 2014 – December 2024

- Designed and taught project-based courses in game design, programming, animation, graphic design, and digital media for diverse student populations.
- Guided students through projects that developed creativity, problem-solving, teamwork, and communication skills.
- Coached and mentored students in both technical and professional skill development.
- Used industry-standard software including Unity, Autodesk Maya, Adobe Photoshop, Adobe Illustrator, and Adobe Premiere Pro to provide hands-on learning experiences.

Sony Online Entertainment

Environment Artist | May 2013 – October 2013 (Intern/Contract)

- Created and optimized 3D environmental assets and textures for a large-scale online game.
- Collaborated with artists, designers, and engineers to meet production, quality, and technical requirements.
- Supported development of real-time game environments with a fast-paced production pipeline.

United States Air Force

Operations Mission Commander/Instructor | May 2002 – December 2007

Space Launch Operations Manager/Lead Range Instructor | December 2007 – August 2010

- Led training, qualification, and readiness programs for military personnel in highly structured operational environments.
- Delivered classroom and hands-on training while maintaining qualification and safety standards.
- Mentored and developed personnel through instruction, coaching, and performance feedback.
- Served as an Intercontinental Ballistic Missile (ICBM) and Space Launch Officer, with responsibility for mission procedure compliance and operational accountability.
- Ensured compliance with qualification standards, safety requirements, and operational procedures.

EDUCATION

Embry-Riddle Aeronautical University

Master of Science, Aerospace

The Art Institute of Austin

Bachelor of Fine Arts, Game Art and Design

California State University, Fresno

Bachelor of Arts, History

ADDITIONAL INFORMATION

Air Force Technical Trainer/Instructor of the Year (2009)

Previously held a Top-Secret security clearance.