

RESUME

CATHERINE M. LABORE

525 Superior Street (temporary)
Saint Paul, MN 55102

Willing to relocate

mobile 612 607-9833

home 651 222-0547

kate@kateswork.com

EXECUTIVE SUMMARY

Over twenty-five years developing materials for K-12, vocational and higher education. From book and page to sophisticated computer-based learning systems, engaging in progressively more advanced projects, my work has focused on learners and their needs. Employing ethnographic methods and a social scientist's perspective with long experience in media-rich content production, I collaborate with interdisciplinary teams to produce highly effective communications, compelling stories and usable interfaces.

SKILLS

Electronic Publishing, Content Development, Multimedia

- Strong writing, editing and proofreading skills
- Web site design, wire-framing, template development, content management, database management, data visualization
- Visual design and creative direction; art direction
- Broad knowledge of technologies of Web distribution and delivery, including Semantic Web and new interaction technologies in both client and server applications.
- Electronic publishing and traditional press
- Adobe Creative Suite – Photoshop, Illustrator, Dreamweaver, InDesign, Flash
- Microsoft Word, Excel, PowerPoint, Project
- HTML, XML, CSS
- Proprietary content management systems, OpenCMS, Blackboard, SharePoint
- Web content platforms, WordPress, Joomla!

Organizational Development

- 10+ years project management and oversight
- Event production and logistics
- Grant and report writing
- Marketing

Traditional Media Production

- Writing and editing for linear or non-linear media, including highly interactive products, sites and games
- Black & white and color still photography and photo editing
- Video production, direction and editing
- Documentary treatment, scripts, reportage, essay and short fiction
- Sound recording, mixing and editing

Research, Modeling and Analysis

- Creation of interactive process models, with attention to design issues
- Design and implementation of data collection and analysis
- Focus group, audience analysis
- Ethnographic and qualitative research methods
- Finite-state flow modeling
- Usability analysis, efficacy studies

EXPERIENCE

February 2012 – Present

Visual Documentary Specialist Daruma Doll Productions. Production and editorial oversight of visual documents. Development of grant proposals. Online learning consultant. Chief clients at present are non-profit cultural organizations.

September 2009 – November 2011

Product Manager / Business Consultant United States Peace Corps. Led business marketing development for artisanal business association in rural Morocco. Taught business skills to rural artisans, designed and built web site. Raised grants funds.

December 2008 – August 2009

Lead Production Engineer Dakim, Inc. Produced computer visuals for an educational computer-game company. Managed acquisitions of licensed materials.

May 2006 – September 2007

Lead Content Developer Tactical Language Training, LLC. In collaboration with language and culture experts, developed training materials for courses in Arabic, Pashto and French. Supervised the work of junior and assistant editors and artists.

May 1998 – June 2007

Creative Director/Web Specialist Center for Advanced Research in Technology for Education, USC Information Sciences Institute. Responsible for site design, user experience and multimedia production to support new educational technologies utilizing web clients, mobile platforms and computer game engines. Monitored quality control. Participated in team project planning. Managed production projects and budgets, procuring materials and services. Produced media for center promotion, exhibits at conferences and other collateral purposes. Supervised and mentored artists, developers and engineering students.

September 1995 – August 1998

Adjunct Professor Interactive Media, School of Cinema-Television, University of Southern California. As part of a team, designed the syllabus and taught interactive design and production classes.

August 1995 – April 1997

Creative Director and Producer Distance Learning Project, Annenberg Center for Communications. Produced distance-education courseware deliverable on CD-ROM and internet. Responsible for supervision of all programmers and artists on the project.

September 1994 – January 1996

Arts Laboratory Manager School of Cinema-Television, USC. Technical advisor and production supervisor. Set up and administered the multimedia production lab. Produced materials and events related to the Interactive Media academic program.

May 1992 – August 1995

Freelance Media Producer iQuest Media Design. Designed and produced computer graphics, interactive prototypes, film and video for print, television and digital media.

EDUCATION

Master of Arts in Visual Anthropology 1995

University of Southern California College of Letters, Arts and Sciences, Los Angeles CA

Master of Arts in Cultural Anthropology 1990

University of Arizona College of Social and Behavioral Sciences, Tucson AZ

Bachelor of Arts in Psychology 1987

Friends World College, Huntington NY

Coursework in Foundation Design, Graphic Design, Film and Photography

Minneapolis College of Art & Design, Minneapolis MN