

Versatile professional with a robust career in education and content development, specializing in interactive design. Over a decade of experience with digital educational products for McGraw-Hill, Pearson, and Houghton Mifflin Harcourt. Former K-12 teacher with insights into educators' challenges with digital tools. Currently creating interactive products for the automation and robotics industry, collaborating with global SMEs in an agile environment. Passionate about leveraging technology to enhance learning.



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#### TOOLS:

**Business:** SmartSheet, Bento: Habitat / OLP, Lucid Chart, Asana, DAL

**Creative:** Figma, Creative Cloud: Photoshop, After Effects, Illustrator, Zeroheight, Visual Studio Code

#### INDUSTRY SKILLS:

- K12 SE & TE Product Development  
- UX Design: Research, User Flows, Wireframes, and Prototypes  
- Usability Testing: Test, Fail, Fix!  
- Generative AI Prompts for Illustration

- Design System Development  
- WCAG Compliance/Accessibility  
- Template/Library Creation: web, manuscript, interactive assets  
- Visual and Interactive Design

## WORK EXPERIENCE

**Aquent Studios | Rockwell Automation, UX Designer**, remote: Milwaukee

1/22–present

- Primary designer working with SMEs to develop content for educational interactive experiences to engage customers with the latest automation product offerings.
- 30% reduction in design and development time due to creation of a robust design system supporting use of components, variants, libraries, and user guides to streamline design-to-development handoff.
- Led the design of user flow, wireframes, and prototype for the Investor Relations site, directing an iterative process with stakeholders from development to deployment.
- Led client meetings to craft captivating storyboards for interactive experiences, developing interfaces that educate and promote products at trade show events.
- Crafted multiple comprehensive step-by-step guidelines to support new users, ensuring a smooth transition and efficient utilization of software.

**McGraw-Hill, Academic Designer**, remote: NYC

1/22–6/23

- Produced artifacts according to current MHE production workflow: CAT tracker entry, image spec writing, DAL photo research, Asana art review, typemarking, alt text review, and brainstorming of skill-based widget interactivity.
- User experience review of eTools interface and functionality; detailed feedback to developer.
- Developed vendor-friendly writing templates to be used by author team to reduce editing time.
- Edited/authored accessible content in digital authoring systems incorporating pedagogy strands.
- Created cross-curricular activities in Habitat and reviewed within OLP for a new prototype; included iterative process of building interactive widgets to align with instructional sequence.
- Curated personalized Smartsheet Dashboard for new team-hires; easy access to 80+ links to guidelines, templates, trackers, Lucid boards, and Sharepoint folders.
- Researched competition, then presented set of 20 designed Habitat widgets to the design team using brand-style as a request for reusable, templated widgets to support cohesive modules.
- Implemented production-style best-practice folder structure for use amongst ADs to ensure cohesive workflow of assets flowing in/out of OneDrive accounts before storing on Sharepoint.



**The Out-of-Door Academy, Faculty**, Sarasota, FL

08/15-09/21

- Created Product Design course focused on UI/UX design principles. Mobile app design course increased arts electives by 20%.
- AP Music Theory faculty with 80% of students earning 5 on College Board exams.
- Produced 35+ interactive performances including music, theatre, and dance.

**McGraw-Hill, Sr. Academic Designer** (for competing product of Pearson, see below), remote: NYC

09/13-12/15

- Communicated interaction design requirements to developer and production team to retain focus on user-centric experience.
- Developed of 260+ interactive activities including wireframe, storyboard, and content.
- Tested functionality of assets on multiple browsers; bug and issue tracking using Jira.

**Pearson Learning, Academic Designer**, remote: Boston

09/11-09/13

- Developed interactive proof-of-concept assets to successfully secure funding for a 2-year project. (SME for external vendor-team before being onboarded by client.)
- Storyboarded assets to visually guide students on animated listening activities.
- Wireframed and developed content for 100s of leveled activities to stimulate independent and small group investigation of topics to learn skill-based content.
- Managed multiple stakeholders, on- and off-shore to coordinate content, imagery, production, and design services to complete 100s of interactive digital assets.

## EDUCATION

**Career Foundry Certificate 2021**, 500+ hr Bootcamp

User Interface (UI/UX) Design with Front-end Development

**Columbia University**

Post-Grad Studies: Composition / Business

**Manhattan School of Music**

M.M., Music Performance

**University of Wisconsin-Madison**

B.M., 4-year Full Merit Scholarship

## CONTACT

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