



Professional Summary

Instructional Designer and Course Director with more than 25 years of experience developing learner-centered curriculum in animation and digital media. Expertise in translating complex concepts into engaging, scalable learning experiences using evidence-based instructional design practices. Recently completed a Master of Science in Instructional Design and Technology, with a focus on learning experience design, digital learning environments, and performance improvement. Passionate about leveraging technology, mentorship, and active learning strategies to drive learner engagement and success.

CRAIG BOWMAN

Instructional Designer | Course Director | Learning Experience Strategist

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Software & Tech Skills

Instructional & Collaboration Tools

Learning Management Systems (Full Sail LMS)
Zoom, Discord

3D & Real-Time Tools

Autodesk Maya
Unreal Engine

AI & Emerging Technologies

Microsoft Copilot
ChatGPT
Google Gemini
Claude
Meshy AI
Suno AI
ElevenLabs

Adobe Creative Suite

Photoshop, Illustrator,
Premiere Pro, After Effects,
Audition, Animate

Microsoft Office

Microsoft Word, Excel,
PowerPoint

Media Production

OBS Studio, ScreenFlow

Audio Engineering

Midas M32, Behringer X32
PreSonus Studio One

Teaching Experience

Full Sail University — Course Director

January 2000 – Present

Led the design and delivery of curriculum for undergraduate students in computer animation, integrating instructional design principles, active learning strategies, and industry-relevant technologies.

Key Contributions:

- Designed and facilitated courses for 15,000+ students using learner-centered and flipped classroom methodologies
- Applied instructional design frameworks (e.g., ADDIE, backward design) to develop and revise curriculum aligned with industry standards
- Created engaging learning experiences incorporating multimedia, project-based learning, and real-world applications
- Developed and implemented assessment strategies focused on critical thinking, problem-solving, and professional communication
- Mentored students and interns, supporting career readiness and portfolio development
- Integrated online and hybrid learning tools (LMS, Zoom, Discord, Adobe Suite) to enhance accessibility and engagement
- Provided multimodal instruction (written, visual, video with captioning) to support diverse learning needs

Core Expertise

Instructional Design & Teaching Expertise

- Curriculum Design & Development
- Learning Experience Design (LXD)
- Assessment & Evaluation Strategies
- Active Learning & Engagement Techniques
- Differentiated Instruction
- Online & Hybrid Learning Environments
- Student Mentorship & Coaching
- Accessibility & Inclusive Design

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References

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*Feel free to visit my
LinkedIn profile for
recommendations
by leading industry
professionals.*

Teaching Highlights

- Delivered instruction to an estimated 15,000+ undergraduate students across multiple animation and production disciplines
- Mentored 25+ students in internship and extended study programs
- Designed and developed online learning modules integrating video, assessments, and discussion-based learning
- Selected presenter for ACM SIGGRAPH Conference

Industry Recognition

- Honor Medal Recipient, All Media Military Awards (2016, 2017)
- Best Cinematography Award – Converging Flows Thesis, Ringling College of Art and Design (1999)

Presentations

Autodesk Maya “Tips and Tricks”
ACM SIGGRAPH Conference
Los Angeles, CA

Education

Master of Science, Instructional Design and Technology

Full Sail University, May 2026

Focus: Learning Experience Design, Digital Learning Environments, Instructional Technology, and Performance Improvement

Bachelor of Fine Arts, 3D Computer Animation

Minor: Photography

Ringling College of Art and Design, May 1999

*“The greatest fallacy is believing
that being a student is a role.
It isn’t. It’s a mindset.*

Never forget that.”

