

TY CARRIERE

Instructional Designer Lead / Curriculum Developer
Program Director / Digital Artist / Technical Trainer

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VES (Visual Effect Society) Member

SUMMARY

Experienced Lead Instructional Designer, Technical Trainer, Program Director, Digital 2D / 3D Artist and Curriculum Developer with over twenty-five years of experience in training programs and teaching for Higher Education, Corporation and Mentoring specializing in technical material.

EXPERIENCE

Netflix, Instructional Designer Lead /Technical Trainer

Nov 2021 - Mar 2025

Responsibilities

- Led and managed training initiatives across multiple departments, including Talent & Development, IT (AnimTech/FANTech), Innovation & Emerging Technologies (IET), Netflix Games, Netflix Featured Animation, and Events & Outreach—often overseeing concurrent projects.
- Designed and implemented training programs, integrating tools such as Google Workspace and Airtable to streamline delivery and tracking.
- Organized and maintained training assets on Google Cloud and Learning Management Systems (LMS), ensuring accessibility and version control.
- Delivered onboarding and training in software applications, proprietary systems, security protocols, productivity tools, and efficiency workflows.
- Developed instructional content using Articulate Rise, Storyline, and Captivate, applying ADDIE and SAM models to ensure instructional integrity.
- Facilitated project planning and ideation using Lucidchart and Mural for mind mapping and collaborative design.
- Designed user experiences and managed content within Docebo LMS, producing live workshops and coordinating material organization in Confluence and Google Workspace.
- Produced and edited training videos, incorporating gamification strategies to boost learner engagement.
- Conducted personal development workshops focused on workflow optimization and creative problem-solving.
- Created AI training modules and adoption guidelines, including tutorial development for internal teams.
- Designed curricula for in-person, hybrid, and remote learning environments tailored to diverse learner needs.
- Oversaw the buildout of a dedicated training room, including inventory management and technical setup.
- Supported Subject Matter Experts (SMEs) in content creation, providing templates, guidelines, and instructional coaching.
- Delivered training programs across international studio locations, including Sydney, Vancouver, and Burbank.

Key Achievements

- Training Room Buildout: Designed and launched a state-of-the-art training space to support hybrid and in-person learning.
- LMS Content Development: Created, converted, and deployed over 300 training resources on the LMS, enhancing accessibility and learner engagement.
- PreVis Training Program: Developed a specialized training curriculum for the PreVis department using Unreal Engine.
- Curriculum Architecture: Built and managed multiple department-specific curriculum pages on the LMS, integrating content from internal SMEs, external training providers, and custom-developed assets. These included technical writing, manuals, video interviews, microlearning modules, and comprehensive learning plans for IT, Gaming, and Talent & Development teams.

Framestore / Escape Studios, Technical Program Trainer

Nov 2020 - Mar 2021

Responsibilities

- Developed and taught learning plans, created videos and technical documents
- R&D current procedures and optimizations for Pre-Visualization and develop Remote ILT for the content
- Learn subject matter quickly and convert information into easily digested curriculum
- Technical Training for 80+ VFX artists over the course of several weeks who are working at Framestore Studios and Escape Studios located in London, England.
- Teach various rendering methods and techniques for using the Unreal Engine for film and animation pre-production and final production.

Los Medanos College, Adjunct Professor – Digital Art

Aug 2011- Dec 2021

Responsibilities

- Created, taught, and managed multiple courses with subjects including 3D animation, 3D Modeling, Motion Graphics, Texturing and Lighting
- Maintenance of the computer lab, worked with the IT Department
- Curriculum Development for face-to-face ILT, hybrid, and remote learning, Created and tracked Assessments,
- Member of the Program Advisory Committee, Created a Successful Checkout Computer system for students Achievements
- Created a program for students to check out computers that would have been E-wasted
- Created multiple courses with transferable credits to universities with multimedia animation and gaming programs

Rocky Mountain College of Art and Design, Adjunct Professor (Remote) – Digital Art Game Design

2016 – 2021

Responsibilities

- Created, taught, and managed at least 6 courses
- Research and Develop courses based on industry trends
- Programmatic Assessments
- Curriculum Development
- Review existing courses for relevance, updates and deprecation
- Created usually 50+ instructional videos and graphic tutorials per course

Ohlone College Adjunct Professor (Remote) – Digital Art

2017 – 2020

Responsibilities

- Created, taught, and managed courses hybrid courses
- Research and Develop courses based on industry trends
- Curriculum Development
- Review existing courses for relevance, updates and deprecation
- Introduced and Taught Motion Capture
- Created and modified projects custom to learners with Disabilities

Expression College, Program Director of Game Art and Design and Web Programs

1999 – 2015

Responsibilities

- Helped open the school, taught over 20 courses
- Developed and successfully ran the Game Art and Design Program for 8 years, and previously the Web Program
- Recruited, hired, mentored, and managed faculty
- Member of the Key Management Team
- Managed department large budgets, forecasting Operations and Capital Expenditures (always under budget)
- Assembled Program Advisory Committee with key people in the Industry
- Worked closely with Industry Professionals, Vendors, and external partners
- Research and develop courses based on industry trends
- Mentored Students
- Taught several courses while managing the department and multiple projects simultaneously
- Worked cohesively and supported multiple departments, including Compliance, HR, Admissions, Facilities, IT, and the Board of Directors, forecasting and presenting quarterly reports

Achievements

- Created an internship program with a game studio, which led to several jobs for graduates
- Developed and executed a continued training and growth program for faculty
- Ran 2 programs successfully under budget every year, with the highest faculty and student retention of all the programs at the school

AMES NASA, Art Lead / Rendering

2003 - 2005

- Lead the art design for the project
- Managed the artists and art direction for the project
- Collaborated with the scientists on story, format and design approval
- Created the workflow and guidelines for production
- Helped Composite sequences and setup the renderfarm with naming conventions

additional experience

- 5 years Banking as Financial Service Rep (Bank of America)
- 4 years assistant manager (Things remembered)
- 2 years Manager VR Studio in San Francisco (Astro Venture)
- 10+ years Caregiver

EDUCATION

Walden University

Masters • ***Instructional Design and Technology***

Expression College

Bachelor of Science • ***Digital Visual Media***

SKILLS

Instructional Design • Curriculum Development • Technical Training • Content Architect • Experience with multiple Learning Management Systems • E-Learning • Digital Artist • Basic AI Training • Video Editing • Mind mapping • Google Suite • Office • Needs Assessments • Adult Learning • AR / VR for Training • Gamification • Animation