James Docherty

Digital Learning | Animation | Graphic Design

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SKILLS

Adobe Creative Suite (Photoshop, Illustrator, After Effects, InDesign, Premiere, Audition, Animate). Articulate Storyline, Articulate Rise. LMS administration (Moodle). JavaScript. JIRA. Microsoft Office. Google Docs.

RECENT EMPLOYMENT

Network Rail Milton Keynes – *Media Developer*
OCTOBER 2019 – PRESENT

- Responsible for building new digital training solutions for Network Rail's wide range of employees. Also responsible for formatting and producing Classroom based and Face-to-Face training materials.

Network Rail Milton Keynes – *Media Learning Development Specialist (Contract)*
JANUARY 2019 – OCTOBER 2019

- Responsible for spearheading the digital training for Network Rail's new single approach to isolation programme. My role included project management of e-learning development. Also responsible for building graphical assets for use across the entire Role Based Capability teams.

Good E-Learning London – *eLearning Developer*
AUGUST 2018 – NOVEMBER 2018

- Responsible for developing E-Learning programmes and interactive video for GEL's range of clients; including the British Standards Institute, Amadeus and Dimensions.

Babcock Learning Solutions, Milton Keynes – *Multimedia Developer*
JANUARY 2016 – AUGUST 2018

- Responsible for the development of a portfolio of E-Learning programmes for clients including the Royal Navy, Volkswagen Group and the Rail Safety and Standards Board.
- I have led an agile project team, working to a strict timeline, developing a programme responsive to client needs.
- I have worked as a key broker between instructional designers, subject matter experts and product owners to produce programmes to fit customer needs

- I am skilled at managing and prioritising tasks on individual projects and managing multiple projects simultaneously.
- I have worked with Babcock Learning Solutions to improve their brand clarity by rebranding and unifying their digital media presence.

INTERNSHIPS AND FREELANCE WORK

iCreate, Swansea – *Intern*
2012 – 2013

- I produced 3D assets for use in Architectural Visualisation
- I prepared 3D Scenes and Lighting setup for Renders

As a Freelancer I've had the opportunity of working with a number of small businesses to produce creative and quality work

- **Rediscover Media** - For the team at Rediscover Media I've created a number of animated sequences for their video projects. These have been for clients like Swansea City Council and Bike Parks Wales.

- **Small Planet Technology** - For SPT I've created 3D renders for proposed products and have created animation for their company identity. Some of my work was used in projects for Transport for London and British Telecom.

- In my own time I have produced a still currently running video series on YouTube where I am responsible for script writing, narration and audio editing, video production and motion graphics. I also promote these videos. I am also a keen digital painter and graphic artist.

EDUCATION

Swansea Metropolitan University - *3D Computer Animation*
SEPTEMBER 2009 - JULY 2012

At Swansea Metropolitan University I was taught how to produce Computer Generated Animation to an industry level. This also included managing projects, essay writing and working in teams.

Olchfa Comprehensive School, Swansea
 SEPTEMBER 2002 – JUNE 2009

A Levels - Art (A), Physics (D), Chemistry (D)
GCSEs – English (B/B), Physics (B), Maths (B), Art (B), ICT (C), Science (C/C)

ACCREDITATIONS

TAP Certificate in eLearning Design
TAP ACADEMY - MAY 2020

TAP Certificate in Creating Visual Impact
TAP ACADEMY - MAY 2020

REFERENCES

Professional and personal references available upon request.

KEY PROJECTS

ET212.4 - *Royal Navy, Babcock Learning Solutions (Classified Project)*

ET212.4 is a piece of electronic learning designed to compliment classroom retraining for engineers on a battleship. The programme itself was a scenario based learning experience, where the user is asked to solve two faults with a piece of Navy Equipment.

The programme was designed so that the user could investigate faults or fix in a random order. As a result, it had to be designed to be non-linear. Variables were tracked by the programme and could affect sections further on
I worked alongside an instructional designer and a subject matter expert to produce this training.

British Airways Explainer - *Babcock Learning Solutions*
https://www.youtube.com/watch?v=nlniI4F0F8w

I was asked to turn an anecdote about producing work for British Airways into a piece of animation that would be used by the marketing team. This was to explain the work that we had done for BA and to show off the talent of the animation department.

I was responsible for storyboarding the content, creating the assets and animating them. I also sourced the audio used in the video. This was created with input from a project manager who had requested the work.