

Vernell Miller

Learning Experience Designer | Instructional Designer | Educational Content Strategist
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Learning Experience Designer with 4+ years of experience translating complex clinical, technical, and public health content into accessible learning experiences for global audiences. Experienced collaborating with clinicians, researchers, subject matter experts, ministries of health, and international organizations to develop case-based learning, instructional storyboards, multimedia resources, and multilingual educational content. Combines instructional design, visual communication, and systems thinking to help learners understand complex information and apply it in real-world settings.

CORE COMPETENCIES

- Learning Design & Strategy:** Instructional Design, Curriculum Development, Adult Learning, Instructor-Led Training (ILT), Principles, ADDIE, SAM, Bloom’s Taxonomy, Scenario-Based Learning, Curriculum Development
- Assessment & Evaluation:** Assessment Design, Kirkpatrick Evaluation Model, Learning Objectives, Performance Measurement
- Content Development:** Storyboarding, Case-Based Learning, Educational Content Development, Performance Support, Multimedia Learning
- Instructor-Led Training (ILT)**
- Collaboration:** SME Collaboration, Stakeholder Engagement, Cross-Cultural Communication, Project CoordinationScenario-Based Learning
- Tools:** Articulate 360(Storyline, Rise), Adobe Creative(Ai,Pr,Ae,Ps,Id) Suite, Microsoft Office, AI-Assisted Content Development

PROFESSIONAL EXPERIENCE

LEARNING EXPERIENCE DESIGNER & COMMUNICATIONS STRATEGIST | GLOBAL HEALTH IMPACT GROUP (GHIG) SEP 2022 - Present

- Designed and developed learner-centered educational materials supporting global public health initiatives focused on antimicrobial resistance (AMR), infectious diseases, surveillance, diagnostics, stewardship, and community health used by healthcare professionals in more than 160 countries.
- Collaborated with subject matter experts, clinicians, researchers, and public health leaders to translate complex technical content into accessible learning experiences for international audiences.
- Created instructional storyboards, case studies, and multimedia learning modules that enabled subject matter experts to translate complex antimicrobial resistance concepts into engaging educational experiences for international healthcare professionals.
- Contributed to the design and expansion of the AMR Global Health Academy, contributing educational content and learning resources used by healthcare professionals worldwide.
- Produced educational infographics, decision-support tools, reports, newsletters, and digital resources that strengthened knowledge dissemination across diverse stakeholder groups.
- Translated multilingual learning materials adapted for English, French, Spanish, and Portuguese-speaking audiences while maintaining instructional consistency and cultural relevance.
- Delivered more than 30 instructional learning assets, including case studies, storyboards, infographics, and online modules supporting global public health education.
- Managed multiple concurrent learning and communications projects while meeting aggressive production timelines and quality standards.

MULTIMEDIA DESIGNER | GROWING NODE JAN 2020 - Present

- Designed educational resources, instructional graphics, digital content, and communication materials for nonprofit organizations, small businesses, and community initiatives.
- Developed visual learning tools that simplified complex concepts and improved audience understanding.
- Created branding systems, web experiences, presentations, and information products that aligned organizational goals with audience needs.
- Collaborated directly with clients to identify learning and communication challenges and develop targeted solutions.
- Produced user-centered content across print, web, and digital platforms.

MULTIMEDIA PRODUCTION INTERN | Mountain View Group SEP 2019 - DEC 2019

- Supported the creation of immersive learning and communication experiences utilizing AR, VR, and interactive technologies.
- Collaborated with 3D artists and developers to build visual assets using Blender, Unity, and ARKit.
- Assisted with video production and multimedia content development for client-facing educational and marketing initiatives.

- Collaborated with engineering teams to assemble, configure, test, and deploy enterprise-scale technology solutions for Fortune 500 clients.
- Interpreted technical documentation, diagrams, and deployment specifications to ensure consistent implementation across large-scale projects.
- Supported quality assurance processes and cross-functional coordination in high-volume production environments.
- Developed strong systems-thinking, troubleshooting, documentation, and process-improvement skills that continue to inform instructional design practice.

E D U C A T I O N

BA Arts and Sciences | Georgia State University

Spring | 2019

Game Development & Design

Software Engineering Immersive Certificate | General Assembly

Winter | 2021