

GABRIEL **YUDKEN**

Learning Solutions Architect
Learning Experience Designer
Instructional Game Designer
eLearning Developer
Web Developer

CONTACT

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EDUCATION

2027
Master of Science
Instructional Design & Technology
Commonwealth University of Pennsylvania

2015
Bachelor of Music
Professional Music
Berklee College of Music

CERTIFICATES

2026
eLearning Specialist
Commonwealth University of Pennsylvania

2026
Instructional Game Design
Commonwealth University of Pennsylvania

2024
Computer Programming
Community College of Baltimore County

2024
JavaScript Specialist
Community College of Baltimore County

TOOLS

Articulate 360 (Storyline, Rise, Review)

Adobe (Captivate, Illustrator, Photoshop, Express)

ELB (Lectora, Training Arcade, CenarioVR)

BranchTrack, Twine, Canva, Figma, Mighty Vyond, Camtasia, Audacity, Brightspace

Construct3, Unity Game Engine, WeAreLearning

JavaScript, React, PHP, CSS, HTML, Wordpress

DESIGN PHILOSOPHY

Learner-Centered Design

Clarity and Accessibility

Gamification and Scenario Based Learning

ADDIE Model, SAM2 Model

Bloom’s Taxonomy, Gagné's Nine Events

ABOUT ME

Builds effective, engaging, and accessible digital learning. Experienced in delivering personalized instruction to learners of all ages and backgrounds. Uses strategies for instruction, motivation and visual design grounded in research and data. Develops interactive solutions and software that combine creative problem-solving with technical skills. Volunteers as Webmaster for a local nonprofit organization.

WORK EXPERIENCE

Instructional Designer - Graduate Assistant
Jan. 2026 – Present

Commonwealth University of Pennsylvania

Collaborated with team members, faculty, and university clients to plan, design, and develop online courses and trainings based on project needs. Responsibilities include analysis, scripting, storyboarding, assessment, and digital development, with ongoing internal and client review cycles to gather feedback and make revisions.

First-Year Seminar Course in Brightspace D2L:

- Redesigned Commonwealth University's 14-module first-year seminar course, leading design and development of three modules.
- Designed learning objectives, scripts, storyboards, and assessments to be implemented during development.
- Integrated lessons into learning management system.
- Created teacher guides for delivering activities in both synchronous and asynchronous formats.

Library Research Trainings in Articulate Rise 360 & Vyond:

- Conducted interviews with subject matter experts to understand project outcomes, instructional materials, and gather feedback on design content.
- Rebuilt academic research modules, adapting existing Captivate content to an easier-to-maintain format.
- Designed interactive activities, infographics, and visual resources that align with client style guide.

FileZilla Software Training in Articulate Rise & Camtasia:

- Development of software training for students to publish projects and upload them to servers.
- Tested procedures across multiple tools to ensure the instructions accurately reflected the challenges.
- Created Camtasia video walkthroughs, flowcharts, FAQs, and job aids to guide students.

Webmaster, Graphic Designer
2025 – Present

Baltimore Blues Society

Work closely with board directors to execute technology goals. Manage all website content, plugins, security and databases.

Music Instructor
2015 – Present

All About Music, Stages Music Arts, Private

Analyze learner needs and objectives. Design curriculum. Help students build skills through structured instruction. Implement performance assessments to measure growth. Provide targeted feedback to support long-term development.