

SAM WUEHLER

1651 N 400 E

North Logan, UT, 84341

(971)-221-1640

samwuehler@gmail.com || [linkedin.com/in/samwuehler](https://www.linkedin.com/in/samwuehler)

SUMMARY

My name is Sam, I am a 3D animator and instructional designer with a Masters in Instructional Design, and I'm enthusiastic about helping others and seeing my work have a positive effect on them above all! I'm an experienced collaborator able to view multiple varieties of projects from a high level of observation, with four years experience in customer service, four years experience in client fulfillment, and six years of experience seeing various creative projects from beginning to end. In my free time, I like to play RPGs, wander through the woods, and spend time making dumb jokes with my family.

EXPERIENCE

Instructional Design Support — *USU Center for Instructional Design and Innovation, Logan, UT*

September 2024 - Present

- Collaborated with USU's Teaching and Learning Technologies and stakeholders at CEHS to build a virtual reality simulation for the Nursing Department. Designed tutorial instruction and course flow, as well as built 3D assets.
- Applied the ADDIE framework to design and develop a student onboarding course for USU's Veterinary Medicine program, leveraging Articulate Rise/Storyline and LearnBlue LMS through collaboration with SMEs, learning design teams, and stakeholders.
- Designed and developed a USU course including objectives, assessments, and content using Backward Design and Bloom's Taxonomy.

Store Operator — *Beard Papa, Beaverton, OR*

October 2022 - June 2024

- Managed storefront, inventory, customer service, client services, baking, and cashier positions at Beard Papa's bakery.
- Efficient scheduling, organization, and management of store assets independently to ensure smooth operations of the storefront.

Game Director — *BYU Animation, Provo, UT*

August 2020 - April 2022

- Led a team of 68 programmers, developers, and designers in creating a finalized senior project game, *Neokaiju*, in Unreal Engine 4. Managed and directed teams based on urgency and efficiency using Agile workflows.
- Oversaw creative processes with multiple teams in order to ensure a cohesive vision.

Center for Teaching and Learning - Art Specialist — *BYU CTL, Provo, UT*

August 2018 - August 2020

- Created assets and planned visuals for instructional videos requested by Marriott School of Business using Adobe Creative Suite

EDUCATION

MA Instructional Technology and Learning Design — *Utah State University*

August 2024 - April 2026

BFA Animation — *Brigham Young University, Provo*

September 2017 - April 2022

- BYU academic scholarship and Karen Eccles-Wright scholarship recipient.

OTHER

- Can speak, read, and write basic Japanese. Can speak elementary Spanish.
- Volunteered and employed at the Oregon Zoo in conservation efforts.
- Volunteered for multiple youth camp leadership positions, as well as led outdoor youth group activities.

TECHNICAL PROFICIENCIES

Sam is proficient in a great many apps and programs, and is always looking to add more to her repertoire.

Instructional Authoring

- Articulate Storyline, Articulate Rise, Miro, SCORM, HTML5/CSS

LMS Platforms

- Canvas, LearnBlue, TalentLMS

Visual and Motion Design

- Adobe Creative Suite (Photoshop, Illustrator, InDesign, Premiere Pro, After Effects), Canva

3D Modeling and Animation

- Autodesk Maya, Blender, Substance 3D Painter, Adobe Animate, ToonBoom Harmony