Interactive Designer/Developer
Edina, MN (this is not a remote position)

This role is instrumental in ensuring each client has an exceptional experience with TLS Learning. This means delivering a WOW experience through excellent programming ability, excellent customer service, on-time and on-budget project delivery, 100% error-free quality and a completely learner-centered experience that will change their learners behavior/performance.

Ideal candidate will be able to complete the development on large scale projects working in tandem with the Project Manager and Instructional Designer to provide a high quality product.

KEY RESPONSIBILITIES
- Program and develop courses through all stages of development (prototyping, Alpha, Beta and Final) on time, on/under budget, high quality and on specifications.
- Work extensively with with learning development tools including but not limited to: Lectora, Storyline and Captivate.
- Design, modify and/or select graphics and illustrations.
- Develop interactive e-learning content that includes engaging introductions, content pages, scenarios and simulations.
- Successfully load courses in the client's preferred LMS. This requires the ability to troubleshoot and assess the unique needs of various learning management systems as they relate to course development (SCORM, AICC, xAPI)
- Create visual layouts and designs that follow style and usability standards to enhance the storyboard in production
- Passion and desire to deliver a 'WOW' experience to enhance client satisfaction
- Must demonstrate the desire and ability to be continuously learning new technologies and techniques for building courses and beyond
- Must have the ability and desire to problem solve beyond the obvious tools and outcomes
- Refine, document and maintain development strategies and standards utilized by self and other TLS Learning consultants
- Be a team player and be able to collaborate and learn from others to create the best solution for the client. This means sharing and being open to feedback from the team
- Must be able to set development timelines and independently meet the deadlines

Required Skills
-Bachelors degree in Graphic Design, Instructional Technology, Interactive Arts or related area.
- Minimum of 5 years of experience designing and developing creative and innovative interactive e-learning courses. (beyond being a production assembler)
-3-5 years experience adding, launching and troubleshooting content creation via a Learning Management System (LMS)
-Knowledge of and ability to offer suggestions about new and current e-learning best practices.
-Demonstrated experience with e-learning authoring software (Articulate Storyline preferred) including development of storyboards, scripting, recording/editing, publishing of SCORM, AICC, XAPI and evaluation.
-Eye towards visual design, usability and layout for course design and development
-Experience in HTML, CSS and Javascript

Bonus Points for:
- Creative agency experience.
- Working knowledge or expertise in javascript or another programming language.
- Animation and character building experience.
- Experience with Wordpress, HTML5 development (ex:bootstrap), additional API extensions.

Location: Minneapolis, MN
Travel: None/Minimal

Interested in this job? Email tarabryan@tlslearning.com to learn more.