

# DEREK OSTERLUND

**Learning Experience Design | Instructional Technology | Digital Learning**

Laramie, Wyoming | [osvinci.net](https://osvinci.net)

## PROFESSIONAL PROFILE

Learning experience designer and instructional technology specialist with an M.Ed. in Learning Design and Technology and experience in online course development, higher education teaching, faculty mentorship, UX/UI, multimedia, and accessible digital design. Currently manages University of Wyoming Extension's WyoLearn Catalog and Canvas learning environment, mentored educators in online course development, and leads learning design projects supporting statewide education.

## CORE EXPERTISE

Learning Experience Design • Instructional Design • Canvas LMS • AI Integration • Faculty & SME Collaboration • Curriculum Mapping • Assessment Design • Accessibility & Inclusive Design • Mentoring & Coaching • Project Leadership • Multimedia Learning • UX/UI • Educational & Emerging Technology

## PROFESSIONAL EXPERIENCE

### UNIVERSITY OF WYOMING EXTENSION

**Instructional Technology Education Specialist | [www.wyoextension.org/uwe-wyolearn](https://www.wyoextension.org/uwe-wyolearn)**  
**| 2022–Present**

- Manage the WyoLearn Catalog and Canvas learning environment, supporting statewide online and continuing education.
- Lead and support online course development and redesign from planning through implementation and continuous improvement.
- Mentor Extension educators in Canvas course development and instructional design, translating subject-matter expertise into effective digital learning experiences.

- Guide to educators developing course maps, syllabi, lesson structures, learning materials, activities, and quizzes and assessments aligned with instructional goals.
- Develop reusable Canvas templates and instructional resources that promote accessibility, consistency, usability, and University of Wyoming brand standards.
- Provide instructional technology training, consultation, troubleshooting, curriculum mapping, and continuing education support.
- Serve as project lead for professional-development training Extension educators in Microsoft Teams for project management and Canvas course development and design.
- Evaluate and recommend educational technologies and approaches that improve instructional workflows and learner experience.

## **UNIVERSITY OF WYOMING EXTENSION**

**Video Producer & Editor | <https://youtu.be/0WE3a71WgRM?si=xkSvOI9VDAPtOWLy> | 2021–2022**

- Produced educational media supporting Extension's statewide teaching and outreach mission.
- Collaborated with subject-matter experts to translate academic and technical information into accessible multimedia content.
- Trained educators and staff in video production, digital media, and educational technologies.

## **OSVINCI DESIGN**

**Independent Multimedia Developer, UX Designer & Creative Technologist | 2010–Present | [osvinci.net](http://osvinci.net)**

- Lead UX/UI, web, multimedia, interactive, and emerging technology projects from concept through delivery.
- Translate user and stakeholder requirements into interfaces, wireframes, user flows, multimedia assets, and digital experiences.
- Manage multidisciplinary projects involving design, development, technical implementation, and client collaboration.
- Selected clients include Vail Resorts, Volkswagen, Audi, McDonald's, Adidas, BMW, The North Face, and Ford/Lincoln.

## **PUEBLO COMMUNITY COLLEGE**

### **Faculty Instructor, Visual Design Art & Communications | 2017–2019**

- Designed and taught undergraduate courses in web and multimedia design, motion design, video editing, electronic media, and visual communication using Canvas and D2L.
- Developed course content, instructional materials, projects, demonstrations, and assessments.
- Mentored students through web and graphic design projects, providing individualized coaching, design critique, technical guidance, and actionable feedback.
- Guided students through project planning, iterative design, production, critique, revision, and final presentation.

## **ACCELERATED MEDIA**

### **Art Director / Designer / Developer | 2011–2013**

- Led design and development for interactive digital experiences, creating UX/UI interfaces, wireframes, user flows, presentations, and interactive media.
- Coordinated creative and technical requirements across multidisciplinary projects.

## **SELECTED LEARNING & INNOVATION PROJECTS**

### **Dome Club & Dome After Dark — Vaughan Planetarium | Immersive Technologist / Programmer / DJ / VJ | 2020–Present**

Develop interactive Fulldome media and perform live audiovisual experiences integrating real-time visuals, sound, and projection.

### **The Legend of La Ramie — Immersive Digital Humanities Project | Learning Designer / Immersive Developer | 2024–2025**

Developed immersive storytelling experiences for Fulldome and XR using After Effects, lighting, and 360° media.

### **Rio Verde Archaeology Education Project | Co-Investigator | 2022**

Developed videography and immersive learning approaches for archaeological education and communication.

## **Arts in Social Justice — University of Wyoming | Co-Investigator & Instructor | 2021–Present**

Co-develop an interdisciplinary case study integrating teaching and research; contribute to course implementation, data analysis, and dissemination.

## **Bee Wise | Maker / Programmer | 2017–2018**

Supported design of a custom circuit board using SparkFun microcontrollers and sensors for a grant-funded IoT Smart Beehive STEM learning project.

# **EDUCATION**

## **Master of Education (M.Ed.), Learning Design and Technology**

University of Wyoming | 2022

## **Bachelor of Fine Arts (BFA), Digital Art**

Minor: Technical Communications

Metropolitan State University of Denver | 2010

## **Associate of Art & Science, Graphic Design and Illustration**

Arapahoe Community College | 2006

# **SELECTED CREDENTIALS**

CITI Human Subjects Research / IRB • CITI Social & Behavioral Responsible Conduct of Research • Website Accessibility — ADA / Section 508 • Online Instructor Certification — Canvas & D2L • CTE Credential — Visual & Design Arts • Omni CMS • Cascade CMS Levels 1 & 2. • AI & Security credential

# **TECHNOLOGY**

**Learning:** Canvas, WyoLearn, Cidi Labs, D2L, Blackboard, Articulate 360, Adobe Captivate Classic, Adobe Captivate 2019, Camtasia

**Design & Media:** Adobe Creative Cloud, UX/UI, Wireframing, Web Design, Video & Multimedia Production

**Emerging & Development:** Unity, Unreal Engine, Blender, AR/VR, HTML/CSS, JavaScript, Python, APIs