

DONALD KENTNER

INSTRUCTIONAL DESIGN | LEARNING EXPERIENCE DESIGN | GAMIFICATION | AI-ENABLED CONTENT DEVELOPMENT | FORMER U.S. AIR FORCE CAPTAIN

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PROFESSIONAL SUMMARY

Instructional design professional with over 20 years of experience designing, developing, and delivering learning programs across military, education, and operational environments. Builds training end-to-end needs assessments, learning objectives, storyboarding, eLearning development, video and graphic production, and evaluation — without handing pieces off to other specialists. Brings a rare combination to instructional design: a formal Bachelor of Fine Arts in Game Art & Design and a decade of professional game design instruction, applied directly to scenario-based, gamified, and branching learning experiences. Recognized as Air Force Technical Trainer/Instructor of the Year for training excellence at mission-critical scale and a practical adopter of AI tools as part of the actual content production process rather than as a novelty.

WHAT SETS ME APART

- Formal design credential most instructional designers don't have: a BFA in Game Art & Design plus 10 years teaching game design professionally — direct, provable expertise in gamification, branching scenarios, and interactive storytelling, not just familiarity with the concepts.
- Full-pipeline ownership: writes the instructional content, builds it in Articulate Storyline, designs the supporting graphics in Photoshop/Illustrator, and edits the video in Premiere Pro — one person covering work that often requires a small team.
- Practical, everyday use of AI tools in real training production — ChatGPT for training graphics, Microsoft Copilot for quiz questions and storyboard outlines, and Claude/Claude Code for research and technical problem-solving.
- Named Air Force Technical Trainer/Instructor of the Year (2009) for training excellence at genuine high-stakes scale: leadership of training programs supporting \$1.23 billion in operations and 65 personnel.
- 10 years of sustained, single-program ownership (Round Rock ISD) — proof of building something that lasts and scales.

CORE COMPETENCIES

Instructional Design • ADDIE Model • Learning Experience Design • Curriculum Development • Training Needs Assessment • Learning Objectives Design • Storyboarding • Gamification • Scenario-Based & Branching Design • Rapid Prototyping • Microlearning • Adult Learning Principles • Instructor-Led & Virtual Training • eLearning Development • Train-the-Trainer • AI-Enabled Content Development • Training Effectiveness Evaluation • SME Partnership • Cross-Functional Collaboration

TECHNICAL SKILLS

eLearning & AI Tools

Articulate Storyline 360 • Articulate Rise 360 • Camtasia • Claude (including Claude Code) • ChatGPT • Microsoft Copilot

Adobe Creative Cloud

Photoshop • Illustrator • Premiere Pro • After Effects

3D & Interactive Media

Unity • Unreal Engine • Autodesk Maya • Autodesk 3ds Max • Substance Painter • Substance Designer

Learning Management & Productivity

Moodle • Microsoft Office (Word, Excel, PowerPoint, Outlook) • Google Workspace

PROFESSIONAL EXPERIENCE

Froman Equipment Repair LLC

Instructional Designer & Technical Content Developer (Contract) April 2025 – Present

- Built equipment repair, troubleshooting, and workplace safety training from the ground up for a skilled-trades team, conducting needs assessments directly with the business owner and technicians to capture and validate technical knowledge.
- Designed scenario-based eLearning in Articulate Storyline 360, requiring learners to identify job-site hazards and choose the correct response.
- Produced supporting job aids, diagrams, and short-form training video, using ChatGPT for training graphics, Microsoft Copilot for quiz questions and storyboard outlines, and Claude/Claude Code for research and technical problem-solving.
- Owned each project end-to-end, from first conversation to finished, issued material, iterating based on direct client feedback.

iD Tech Camps

Online Instructor – Digital Media & Game Development March 2025 – August 2025

- Delivered live virtual instruction in digital media, animation, and game development, designing project-based learning experiences adapted to diverse learning styles and skill levels.
- Assessed learner performance in real time and adjusted instructional approach to improve outcomes.

Round Rock ISD

Career & Technical Education Instructor – Game Design, Programming & Digital Media August 2014 – December 2024

- Built a Game Design and Interactive Media program from inception through full implementation, developing progressive curriculum pathways and competency-based learning frameworks over a 10-year program history.
- Delivered instruction and produced instructional content in Unity, Autodesk Maya, Photoshop, Illustrator, and Premiere Pro, graduating 100+ students with Game Design endorsements.
- Partnered with administrators, industry professionals, and community stakeholders to align curriculum with workforce needs, and coached students through iterative, feedback-driven project development.

Sony Online Entertainment

Environment Artist (Intern/Contract) May 2013 – October 2013

- Created and optimized 3D environmental assets and textures for a large-scale online game, collaborating with artists, designers, and engineers within a fast-paced production pipeline.

United States Air Force

Space Launch Operations Manager / Lead Range Instructor December 2007 – August 2010

Operations Mission Commander / Instructor May 2002 – December 2007

- Developed instructor and qualification materials, competency standards, and performance evaluation systems used to train other instructors across a 65-person unit.
- Increased training throughput 100% by redesigning training processes and qualification systems.
- Directed training and readiness programs supporting three space launch programs totaling \$1.23 billion, all completed successfully on schedule.
- Named Air Force Technical Trainer/Instructor of the Year (2009); previously held a Top-Secret security clearance; former U.S. Air Force Captain.

EDUCATION

The Art Institute of Austin

Bachelor of Fine Arts, Game Art and Design

Embry-Riddle Aeronautical University

Master of Aeronautical Science, Specialization in Space Studies — Awarded With Distinction

California State University, Fresno

Bachelor of Arts, History, Minor in Aerospace Studies

ADDITIONAL INFORMATION

- Air Force Technical Trainer/Instructor of the Year (2009) — Air Force Association's Outstanding Technical Instructor of the Year
- Previously held a Top-Secret security clearance