

Kenneth P. Basco

ken.basco@rutgers.edu | Phone number provided upon request

EDUCATION

Rutgers University School of Communication and Information

Master of Information in Library and Information Science (2021-2025)

Rutgers University School of Arts and Sciences (2015-2019)

Bachelor of Arts in Information Technology and Informatics

Specialization in Game Production and Innovation

Minor in Computer Science

WORK EXPERIENCE

Rutgers Accessibility and Disability Resources - Accessibility Technologist (06/2021-)

- Updates and maintain student records, and documentation
- Conducts student intakes to survey classroom needs and accommodations
- Provides training to students and faculty for assistive technology implementations in the classroom

Strother School of Radical Attention - Study Designer, Facilitator (06/2023-01/2025)

- Developed learning experiences from a range of interdisciplinary fields
- Coordinated the creation of materials, events, and discussions

plexus.earth - co design consultant (06/2023-01/2025)

- Facilitates community feedback through design calls
- Predicts stakeholder flows and motivations on product iterations
- Performs quality assurance trials of social media application

knaveHaven.net - Technical Director (07/2019-)

- Conducts training analysis, course outlines, storyboards, for related activities
- Designs and maintains instructional websites in Learning Management System (LMS)
- Creates graphics, information systems, websites, and other digital media according to stakeholder needs

UBS - Project Manager (10/2020-04/2021)

- Develops industry audio/visual based training material for employee operations
- Coordinates training support and onboarding for multiple workstreams
- Provides ad hoc technical assistance via phone, email, and in person

Infosys Limited - Training Specialist (11/2019- 06/2021)

- Records and localizes scripts for audio based training media
- Maintains a presence as a helpdesk responder in addressing staff needs

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- Facilitates full stack training operations by consolidating documentation and responding to student needs

Rutgers School of Communication and Information - Coadjutant (1-10/2019)

- Supported training development and sustainability for the class deliverables as required
- Worked with project leads and SMEs to develop training material

Rutgers School of Arts and Sciences Department - Technician (7/2016-5/2019)

- Used project resources for each deliverable as well as internal project tracking systems
- Provided end user technical training for non-technical audiences of diverse backgrounds
- Troubleshooted instructional technology AV, recording equipment, and multimedia tools

SKILLS

- **Instructional:** Canvas LMS, Sakai, Constructivism, ADDIE, Accessibility, ADA compliance, UDL, Blended Learning, Quality Matters Rubric, Storyline/Articulate SCORM conventions
- **Multimedia Development:** Audacity, Openshot, KdenLive, OBS Studio, Webex, Adobe Creative Suite (Photoshop, Illustrator, InDesign), Xerte, HTML5, CSS, Javascript, Python, Gamemaker Studio, Kanban, Storyboarding
- **Programming:** SQL, HTML, CSS, Javascript, Python, Java, Bash Shell, C#
- **Communications:** Troubleshooting, Documentation, Customer Service
- **Tools:** Unix/Linux command line, Windows, Mac, Canvas LMS, Audacity, KDenLive,
- **Office Computing:** MS (Excel, Powerpoint, Outlook, Teams, Word), Adobe Reader, G Suite, LibreOffice Suite

ACTIVITIES

Conferences/Workshops Attended

- Camp Canvas Winter Session (1/2019)
- Rutgers University Online Learning Conference 2019 (3/2019)
- Rutgers University Online Learning Conference 2020 (3/2020)
- DOCS Fundamentals of Online Learning 2020 (09-10/2020)
- CanvasCon 2020 (10/2020)
- American Library Association (ALA) Midwinter Showcase (01/2021)
- *"Smatter Away! My Gonzo Instructional Designer"* Presentation for RU Online Learning Conference 2021 (03/2021)

Information Technology and Learning Independent Study (1-5/2019)

- Collaborated with tenured faculty in the Library and Information Science department on curriculum development for the ITI undergraduate class, "IT and Learning."
- Procured public domain e-learning artifacts tailored for lesson plans
- Appraised corporate and academic learning practices under informal/formal spaces

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90.3 The Core - Radio Host (12/2018-)

- Generates rich content for synchronous, on-air and distributed media communications
- Curates content and meta data for representing diverse, community-based artists

“Pokémon GO Dissociate” (11/2018-5/2019)

- Provided managerial support for remote/onsite time-sensitive operations
- Earned the privilege of being published in Dialogues@RU Journal Volume 14
- Authored a research paper on stakeholder embodiment in simultaneous digital and physical space in augmented reality game