

TALIA MARIE DAY

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PROFESSIONAL SUMMARY

Senior learning designer and instructional design professional with 10+ years of experience creating and scaling learning solutions across higher education, K-12, enterprise, and EdTech environments. Designs multimodal learning experiences including virtual, in-person, blended, and self-paced formats. Experienced in curriculum development, program rollout, impact measurement, learning technology, stakeholder consulting, and AI-enabled learning innovation.

CORE EXPERTISE

Instructional Design & Adult Learning Theory | Curriculum Development & Mapping | Multimodal Learning Design | Performance Consulting & Needs Analysis | Learning Program Design, Execution & Rollout | Learning Evaluation & Analytics | AI-Enabled Learning Design | Learning Technology & LMS Administration | Cross-Functional Partnership | Accessibility/WCAG

Tools & Technology: Google Workspace, Gemini, Articulate Storyline & Rise, Udemy, Workday Learning, Canvas, Thinkific, Glean, Microsoft 365, Adobe Creative Cloud, Canva, Contentful, Circle, Vimeo, ChatGPT, Claude, Synthesia, HeyGen, Vyond, Zoom, Teams

PROFESSIONAL EXPERIENCE

Senior Learning Experience Designer, Contract | TKO Group Holdings | Remote | Jul 2026 – Present

- Partner with Learning & Organizational Development leaders to design and develop an eight-week blended manager development program combining self-paced modules, facilitated practice, digital facilitator guides, and job aids.
- Create enterprise AI adoption and enablement resources and manage SharePoint sites supporting TKO's AI initiative and Learning & Organizational Development function.
- Administer learning across Udemy and Workday Learning, including course creation, custom learning paths, user management, content management, and reporting.
- Build interactive Glean/HTML dashboards using Udemy and Workday learner data to track participation, engagement, and program performance.

Senior Manager, Virtual Learning & Educational Content | IMG Academy | Remote | Jan 2022 – Jan 2026

- Led the design, development, launch, and continuous improvement of multimodal learning programs spanning self-paced learning, virtual coach-led instruction, blended cohorts, workshops, microlearning, facilitator guides, and digital resources.
- Built and scaled a 900+ asset digital learning catalog and on-demand membership product for parents and student-athletes, leading research, program planning, launch, and post-launch content planning.
- Partnered with Product, Design, Research, business leaders, and SMEs to identify learner needs, develop curriculum frameworks, and translate business priorities into scalable learning experiences.
- Used platform analytics, assessments, learner feedback, and performance data to evaluate learning effectiveness and guide program improvements.
- Integrated generative AI across research, scripting, visual development, content transformation, and data analysis to accelerate learning workflows.

Lead Content Manager | Endeavor | Remote | Nov 2020 – Jan 2022

- Conducted market and user research for public-facing learning products, including Creator Collective and Versity, to identify audience needs and experience requirements.
- Translated research into learning strategies, curriculum frameworks, prototypes, and content roadmaps in partnership with product, business, and creative teams.
- Co-led learning and content strategy for Versity, a collaborative initiative with Harvard, helping shape the learner experience and early product direction.

Instructional Technologist | Georgia Institute of Technology | Atlanta, GA | March 2018 – November 2020

- Led instructional design and learning technology for graduate and continuing-education programs serving adult and professional learners.
- Partnered with faculty and SMEs to conduct needs analysis, define learning objectives, develop curriculum, and translate complex content into accessible online learning.
- Managed end-to-end learning development from curriculum design and storyboarding through production, quality assurance, LMS implementation, and launch.
- Developed faculty and SME onboarding and training while establishing learning design, accessibility, and platform standards across Canvas, Udacity, and edX.

Instructional Technologist | Northwestern University | Remote | January 2019 – November 2020

- Designed interactive, project-based master's-level learning experiences in Canvas across multiple disciplines.
- Partnered with faculty, SMEs, and instructional designers to develop course content, assessments, multimedia, and accessible digital learning experiences.

Instructional Video Producer | Udacity | Remote | May 2015 – February 2018

- Produced instructional content primarily for Georgia Tech's Online Master of Science in Computer Science program while supporting learning initiatives for additional partners, including Google.
- Managed multimedia learning production from SME collaboration and pre-production through filming, visual design, editing, quality assurance, and delivery.
- Redesigned faculty and SME onboarding and content-development workflows to improve production efficiency while maintaining learning quality.

EDUCATION & CERTIFICATIONS

Bachelor of Arts, Television Producing | Savannah College of Art and Design

Google AI Professional Certificate | Google

Certificate, User Experience Design | General Assembly

Certificate, Product Management | General Assembly

Associate in Science, Film Production Technology | Miami Dade College