

Camilo Palomeque

Senior Interactive Learning
Developer & Designer

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Product-focused interactive developer with 15+ years of experience in the EdTech industry, specializing in designing and developing impactful games and digital learning experiences for K-12 audiences.

Recognized for key contributions at top EdTech companies, including Pearson, Time4Learning, and Learning A-Z. I bring a proven track record of leading projects from design through implementation. My work has positively impacted nearly 12 million students worldwide.

I bring a unique blend of creative direction and technical execution, with deep expertise in Adobe Creative Cloud, HTML5 frameworks, and WebAR technologies. My work bridges the gap between user-centered design and functional development, ensuring products are accessible, responsive, and aligned with modern educational standards. By embracing emerging tools and technologies I consistently deliver interactive learning experiences that elevate engagement and drive meaningful learning outcomes for students across K-12 environments.

SKILLS AND EXPERTISE

Technical skills: Over 15+ years of experience in HTML5 Game/Interactive Development, Product Design and UX/UI/IA. Advanced knowledge and experience in all aspects of Motion + Graphic Design, Video Editing /Production, Creative Direction and Interactive Design.

Software Knowledge: Adobe Creative Cloud (Photoshop, Illustrator, Adobe XD, After Effects, Premiere), Html5 Frameworks (Spline 3D / Construct 3), Figma, Augmented Reality (Adobe Aero, Apple Reality Composer), 3D/webGL Engine (Spline, Blender (Grease Pencil)), iOS, iPadOS, MacOS, and Windows OS.

Team Management: Experienced managing and motivating both small and large teams on complex and multi-disciplinary design and development projects.

Communications and Interpersonal Skills: Excellent interpersonal and communication skills for technical and non-technical collaborators. Fluently speak English and Spanish. Conscientious and outgoing; excel at developing positive relationships with diverse clientele. Support teamwork with co-workers and accept direction from superiors.

Attention to Detail: Highly organized and attentive to quality; produce work that is of the highest order. Ensure that tasks are completed correctly and on time. Disciplined and ambitious, with a solid work ethic and punctuality record.

Work Experience

Micro1 **November 2025 – Present**

Contract | Micro1 Expert – AI Video Multimedia Generalist / QA / Video ML Evaluation

Human-in-the-loop evaluator supporting large-scale generative video models through structured qualitative assessment and technical QA. Delivered high-signal human feedback by comparing AI-generated video outputs from identical prompts, improving model alignment, realism, and output quality across multimodal AI systems.

- Evaluated hundreds of AI-generated video pairs, delivering preference rankings and rationales used in model training and tuning.
- Applied a structured multi-dimension framework assessing instruction following, video/audio quality, realism, aesthetics, and AI artifacts.
- Identified spatial and temporal video artifacts (blocking, blurring, ringing, flicker, mosquito noise, judder, texture/edge floating) to surface model failure modes.
- Assessed motion realism, physics consistency, lighting and exposure stability, frame rate smoothness, and audio-visual synchronization.
- Produced high-signal written feedback combining user-centric judgment with technical analysis to strengthen ML feedback loops and HITL pipelines.

LEARNING A-Z **March 2019 - December 2023**

Web Game\Interactive Developer III

Responsible for designing and developing over 50+ compelling user interactive html5 experiences and games for VocabularyA-Z.com used by over 12 millions of students around the world. Responsibilities included overseeing initial design through final build release on all intended platforms (desktop, tablet & mobile devices, screen resolutions, and screen orientations.).

Effectively led a team in managing the accessibility assessment of the Vocabulary A-Z games product suite, addressing over 1200 issues for 50+ HTML5 canvas-based interactive games, ensuring full WCAG 2.1 standards compliance.

Implemented precise coding practices, ensuring the production of clean, readable, and well-documented code while establishing standards for seamless integration across all launch platforms (iOS, iPadOS, MacOS, Windows, Android and Chromebook OS).

TIME4LEARNING June 2015 - March 2019

Senior Game Developer and Product Designer | Acquired by Cambium Learning Group

Hired to lead the development, design and implementation of innovative HTML5 game projects across a suite of products including the very popular SpellingCity.com, Science4US (acquired by Explore Learning) and Pre-k product lines. Designed and developed over 200 games and “interactivities” for spellingcity.com, Science4Us (now part of Explore Learning) as well as their Pre-K product lines.

Led a team of talented developers in building and integrating advanced HTML5 solutions, ensuring high performance, cross-platform compatibility, and accessibility across all target devices and platforms.

Collaborated with instructional designers and educators to ensure that all interactivities and games were aligned with curriculum objectives and state and national educational standards.

PEARSON NORTH AMERICA March 2013 - December 2013

Lead Html5 game developer and Designer (Funbrain.com)

Recruited by Pearson as Lead HTML5 Designer and Developer to modernize their Flash-based games, transitioning them to a contemporary web platform using cutting-edge HTML5 technologies for funbrain.com, a leading educational platform with over 35 million visitors each month. Owned by Pearson Education.

Collaborated closely with the PopTropica Design team to align character and level designs with established brand guidelines.

Ensured all games released at launch met strict quality standards, adhered to deadlines, and stayed within budget constraints.

HTML5CONSOLE.COM February 2011 – December 2018

Founder & Developer

Founder and Developer behind HTML5console.com, a platform dedicated to showcasing the potential of HTML5 games and experiences. It provided users with a platform for directly playing games in the browser with no need for downloads, plug-ins, or closed markets when they were none.

This initiative led to job offers from Pearson and Time4Learning, while contributing to the broader adoption of HTML5 as the industry standard for web-based gaming.

Fuzzy Stackers, a game developed for HTML5console.com, was selected as a launch title for the BLACKBERRY 10 OS to showcase and promote their HTML5 WebWorks Development Kit.

PALOMEQ VIDEO + DESIGN **June 2009 – December 2012**
Co-Founder and Creative director

PALOMEQ specializes in Brand Development through Video + Design Initiatives. Our list of clients include Sony Ericsson, Secret game lab, Printfarm, Sparkle, Native Vox, The YCLA Awards, and many more.

- Managed all aspects of marketing and brand development.
- Produced compelling and well-developed video, web, and print-based media.
- Proactively researched and implemented innovative approaches to broaden audience reach.
- Manage a dedicated team of artists, writers and web developers under strict deadlines.
- Established new methods to connect with customers outside traditional media channels.

Honors and Awards

• **THE EDTECH AWARDS 2025 | VOCABULARY A-Z from LEARNING A-Z** | Personalized Learning Solution | **FINALIST** (Served as developer and designer on all core game products)

• **SIIA CODiE Awards 2024 | LEARNING A-Z** | Best Virtual Learning Solution | **WINNER**
(Served as developer and designer on multiple projects and games for the Learning A-Z family of products, including Vocabulary A-Z and Science4Us)

• Earned **APPROVED NINTENDO DEVELOPER** status for the exclusive use of the **Nintendo Web Framework**, an HTML5-based development environment designed specifically for creating games for the **Nintendo's Wii U console**.

• Guest speaker at the **HTML5 Summit / Devcon5** Conference on the state of HTML5 game applications.

• Short Film (Stop-motion) "I Forgot my name" (Credit - Visual Effects/Compositing) **Anthology Film Archive, "NewFilmmakers", New York, NY**

• Short Film (Stop-motion) "I Forgot my name" (Credit - Visual Effects/Compositing) **"Renderyard Film Festival", London, UK**

• Short Film (Live action/Animation) Optic Nerve Collection "Croquis" (Credit - Director/Art Direction) **MOCA/Museum of Contemporary Art, Miami, FL**

***References upon Request**