

# Mimi Matossian

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## Multimedia Instructional Designer, 3D Animator & Educator

- 2012 – 2013 **Sofia University** Palo Alto, CA *Instructional Designer*
- Researched and evaluated learning management systems
  - Selected Canvas LMS, obtained faculty buy-in and designed faculty training course
  - Purchased software, wrote MOOC proposal, developed technical vision, managed projects
  - Worked with program chairs to develop university policies and best practices for online courses
  - Supervised the Instructional Design Specialist and work study student assistant
- 2011– 2012 **Lightweaver Communications** Sunnyvale, CA *President*  
Designed 3D still images and animations for Christie Digital display and mobile game application
- ShoreTel** Sunnyvale, CA *Senior Instructional Designer*  
Created course modules and troubleshooting guide for end users on mobile phone software
- 2010 – 2011 **AMN Healthcare** San Diego, CA *Senior Instructional Designer*
- Designed and edited online nursing CEU courses in Articulate Studio
  - Created course templates for nurse writers and taught technical writing to writers and staff
  - Provided employee training on Instructional Design Best Practices and Writing for Interactivity
- Articulate Courses: [Elder Abuse](#)  
[Acute and Chronic Pain](#) [Medical Error Reduction](#)  
[HIV Case Studies](#) [Understanding Heart Failure](#)  
[Critical Thinking](#) [Writing for Interactivity](#)  
[Patient Falls](#) [Instructional Design Best Practices](#)
- 2009 – 2010 **K12** Provo, UT *Senior Instructional Designer*
- Created scripts, designed Flash games and edited content for fifth grade math courseware
  - Designed efficient specification and review processes for external team and remote developers
  - Defined and scoped new AP history course and prototyped interactive PDFs
- Interact Medical** American Fork, UT *Senior Instructional Design Manager*
- Designed 3D game for **Asthmatix, Inc.** to train surgeons and market medical device
  - Created e-learning course [Gynecare ThermaChoice III](#) for **Ethicon** division of **Johnson & Johnson**
  - Provided pre-sales consultations to Fortune 500 companies such as **Siemens, Baxter** and **Medtronic**
  - Created storyboards, wrote content, edited video, animated text, worked with SMEs and animation team
- Stanford University Material Science and Engineering Department** Stanford, CA *3D Designer*  
Designed magazine cover for July 2011 issue of Nano Letters to illustrate nanotech biosensor for article “Matrix-insensitive femtomolar-level multiplex protein detection” by Richard S. Gaster & Drew A. Hall
- 2008 – 2009 **Stanford University Medical Center Department of Anesthesia** *3D Designer*  
Illustrated [The Operating Room of the Future](#) for Larry Chu, Department of Anesthesia Annual Report
- Santa Barbara Film Festival** Santa Barbara, CA *3D Animator*  
Created [3D animated logo](#) for opening credits of the 2008 Santa Barbara Film Festival
- Impact Learning Systems** San Diego, CA *Instructional Designer*  
Researched, wrote, designed and illustrated employee training modules for Kaiser Aluminum
- Google** Mountain View, CA *3D Designer*  
Designed logo for the Google Platforms Group

- 2007 – 2008 **Gordon Productions** San Francisco, CA *3D Animator*  
Modeled and animated medical devices for [Bard Peripheral Vascular](#), Medtronic and [NDO Surgical](#)
- 2005 – 2006 **Forterra Systems, Inc.** San Mateo, CA *Technical Writer*  
Scoped, estimated, wrote and designed product documentation for 3D virtual reality game platform
- TST Communications** Bern, Switzerland *Multimedia Producer & Technical Writer*
- [Modeled](#) and animated 3D product video for **Ascom AG** trade booth at 2006 GSM Conference
  - Wrote, illustrated and laid out **Ascom** customer [newsletter](#) on wireless communication operator products
  - Designed product brochures and [poster](#) for **Mycrilium**
- 2004 – 2005 **Mission College** Santa Clara, CA *Professor of Digital Art*
- Taught courses in graphic design, animation, and fine art using Photoshop and 3ds max
  - Produced videos of student artwork and animations for public display throughout the college
- SIGGRAPH Educators' Conference** Los Angeles, CA *Instructional Designer & 3D Animator*  
Presented paper on [Teaching Art with 3D Software](#) and premiered 3D animation video “Dharmadhatu”
- 1998 – 2004 **Peachpit Press** Berkeley, California *Author, 3ds max Visual QuickStart Guide*
- Authored four editions of an internationally best-selling book on 3D animation
  - Laid out books and designed visual assets, including 3D scene renderings, screenshots and icons
- 1996 – 2004 **Autodesk, Inc.** San Rafael, CA *Instructional Designer, 3D Animator & Trainer*
- Wrote software tool to batch convert existing tutorial document products to formatted web content
  - Created executive [prototype](#) of [e-learning deliverables](#) leading to major project funding
  - Wrote corporate white papers on [Writing Style Guidelines](#) and [Modular Content Design Standards](#)
  - Designed content, templates and cascading style sheets using SCORM-based reusable learning objects
  - Provided in-person and online interactive training to teams of product managers and external developers
  - Created four tutorials on [3D scientific visualization](#) for NCSU Department of Graphic Communication
  - Delivered training on how to teach 3D scientific visualization to high school teachers in North Carolina
  - Presented tutorials on 3D scientific visualization at ACTE, CITEA and Multimedia in Education conferences
  - Delivered lecture demonstration to Japanese business executives on 3D Studio MAX 1.0
  - **Awarded Autodesk Faculty of Distinction 2000**
  - Beta tested 3ds max releases 1.0 through 8.0. Revised in-box tutorials for 3ds max version 4.0
  - Designed 3D graphics for 3D Studio VIZ 2.0 software box and 3D Studio VIZ 1.0 magazine ads
  - Delivered training to managers and staff of Technical Publications department on 3D Studio MAX 1.0
- 1999 – 2003 **Upper Austria University of Applied Sciences, Hagenberg College of Information Technology**  
**Department of Media Technology and Design** Hagenberg, Austria *Visiting Lecturer*
- Taught intensive courses on art history, principles of design, creativity and 3D animation
  - Featured on ORF TV News of Upper Austria and international program Hello Austria!
- 2000 – 2002 **Digidentist** Santa Rosa, CA *3D Designer*  
Designed 3D models for [Digital Dentistry](#) patient education CD
- CSU Sacramento Department of Computer Science** Sacramento, CA  
**CSU Engineering Consortium** Stockton, CA *Presenter*  
Presented lecture demonstration and brown bag seminar on 3D animation
- E-Learning Networks Conference** Santa Fe, NM *Presenter*  
Delivered presentation on E-Learning Content Design Standards
- Galileo Academy of Science and Technology** San Francisco, CA *Trainer*  
Delivered training on 3D scientific visualization to private high school students
- Job Corp of California** Idyllwild, CA *Consultant*  
**Ex'pression Center for New Media** Emeryville, CA  
Consulted board of executives on e-learning and using 3ds max for scientific visualization

**New Media Conference** Toronto, Canada *Presenter*

**3D Design Conference** San Francisco, CA *Presenter*

- Delivered lecture demonstrations and trainings on 3D Studio MAX and 3D web animation
- Presented a first look at 3D Studio MAX 3 and 3D architectural visualization

1997 – 1999

**College of Marin** Kentfield, CA *Multimedia Studies Instructor*

- Taught courses in graphic design, 3ds max and Photoshop; founded the 3D animation program
- **Awarded the 1998 Sigma Nu Epsilon Honor Society Award for Teaching Excellence**

1996 – 1999

**VR Visions** Boise, ID *Trainer*

**Id8 Media** San Francisco, CA *Trainer*

**Thomas Paton and Associates** Pasadena, CA *Trainer*

**Klein Educational Systems** Sacramento, CA *Trainer*

Delivered customer trainings on 3ds max to high school teachers and employees of Apple Corporation

**Raytheon Corporation** Waltham, MA *Trainer*

Delivered employee training and support to create 3D Studio MAX for Patriot missile animation

**Maxis** Walnut Creek, CA *3D Designer*

Designed 3D models for [SimCity 3000](#) game

**UCSF Medical Center Department of Radiology** San Francisco, CA *3D Animator*

Designed [3D animations](#) for medical education CDs on the [liver](#), [shoulder](#) and knee

1995 – 1996

**Morphonix** Corte Madera, CA *3D Designer*

Designed [3D models and diagrams](#) of brain structure and functions for NSF-funded learning game

**Digital Phenomena** *3D Designer & Effects Animator*

Designed 3D models and created effects animations for Sony PlayStation game [Steel Harbinger](#)

**Fair, Isaac** San Rafael, CA *Trainer*

Delivered employee training to graphic designers on using Photoshop for web design

**Rent Roll, Inc.** Petaluma, CA *Graphic Designer*

Designed splash page graphics for Rent Roll software release 1.0

**North Bay Networks** San Rafael, CA *Graphic Designer*

Designed home page graphics and contributed to website design for local internet service provider

1993 – 1994

**Eastern Michigan University** Ypsilanti, MI *Assistant Professor of Art*

Taught painting, composition and design to graduate and undergraduate students

1991 – 1993

**Kalamazoo College** Kalamazoo, MI *Assistant Professor of Art*

- Taught painting, drawing, design and printmaking to graduate and undergraduate fine arts students
- Served on Kalamazoo College Educational Policy Committee and Academic Computing Committee
- Organized field trips; advised students, served as NY Arts Program campus advisor
- Solo art show of paintings at Light Fine Arts Gallery
- **Awarded the 1993 Kalamazoo Faculty Travel Grant - Italy**

1990 – 1991

**University of Toledo at the Toledo Museum of Art** Toledo, OH *Instructor*

**Washtenaw Community College** Ann Arbor, MI *Instructor*

Taught basic drawing and figure drawing to undergraduate fine arts students

1989 – 1990

**University of Michigan** Ann Arbor, MI *Visiting Assistant Professor of Art*

- Taught still life, landscape and abstract painting to graduate and undergraduate students
- Solo art exhibition in Ford Gallery; participated in faculty show and reviewed in Ann Arbor News

- 1988 – 1989 **Bowdoin College** Brunswick, ME *Visiting Assistant Professor of Art*
- Taught painting, drawing and printmaking to graduate and undergraduate fine arts students
  - Organized visiting artist lecture series; sponsored student art club and senior honors theses
  - **Awarded the 1988 Bowdoin College Research Grant**
- 1985 **Laboratory for Computer Graphics and Spatial Analysis at Harvard University** *Research Assistant*  
 Compared and evaluated paint programs under a research grant from IBM
- Precision Visuals, Inc.** Boulder, CO *Computer Graphic Artist*  
 Created demos, solicited user demos, and designed graphic for magazine ad [The Path of Halley's Comet](#)

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EDUCATION

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1985 – 1988	<b>Boston University</b>	Master of Fine Arts	Painting	<b>Kahn Career-Entry Award for Painting</b>
1984 – 1985	<b>University of Colorado</b>	Non-Degree	Computer Science	
1977 – 1982	<b>Stanford University</b>	Bachelor of Arts	Studio Art and Anthropology	

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EXHIBITIONS & PUBLICATIONS

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2012	<a href="#">Sri Yantra Animation</a>	<i>3D Animator / Producer</i>	YouTube
2011	<a href="#">Nanotech Biosensor</a>	<i>3D Artist</i>	Nano Letters
2011	<a href="#">Acute and Chronic Pain</a>	<i>Instructional Designer</i>	AMN Healthcare / RN.com
2011	<a href="#">HIV Case Studies</a>	<i>Instructional Designer</i>	AMN Healthcare / RN.com
2011	<a href="#">Critical Thinking</a>	<i>Instructional Designer</i>	AMN Healthcare / RN.com
2011	<a href="#">Patient Falls</a>	<i>Instructional Designer</i>	AMN Healthcare / RN.com
2011	<a href="#">Elder Abuse</a>	<i>Instructional Designer</i>	AMN Healthcare / RN.com
2010	<a href="#">Medical Error Reduction</a>	<i>Instructional Designer</i>	AMN Healthcare / RN.com
2010	<a href="#">Understanding Heart Failure</a>	<i>Instructional Designer</i>	AMN Healthcare / RN.com
2010	<a href="#">Instructional Design Best Practices</a>	<i>Author / Designer</i>	Lightweaver Communications
2009	<a href="#">Gynecare Thermachoice® III Training</a>	<i>Instructional Designer</i>	Ethicon
2008	<a href="#">Operating Room of the Future</a>	<i>3D Artist</i>	Stanford Anesthesia Magazine
2008	Casting and Thermal Processes	<i>Instructional Designer</i>	Kaiser Aluminum
2008	<a href="#">SBFF opening trailer logo animation</a>	<i>3D Animator</i>	Santa Barbara Film Festival
2007	<a href="#">Simon Nitinol Filter</a>	<i>3D Animator</i>	Bard Peripheral Vascular
2007	<a href="#">Double Plication Technique</a>	<i>3D and Photoshop Art</i>	Endo Surgical
2007	The Olive Art Path	<i>Technical Writer</i>	Forterra Systems
2006	<a href="#">QVoice Symphony</a>	<i>3D Animator / Producer</i>	Ascom AG, GSM Conference
2005	Dharmadhatu: A Journey in Time	<i>3D Animator / Producer</i>	Los Gatos Film Festival
2005	Dharmadhatu: A Journey in Time	<i>3D Animator / Producer</i>	Dig Art Exhibition, AGBU
2004	<a href="#">3Ds max 6 Visual QuickStart Guide</a>	<i>Book Author</i>	Peachpit Press
2004	<a href="#">Teaching Art with 3D Software</a>	<i>Paper Author</i>	ACM SIGGRAPH
2004	<a href="#">Teaching Art with 3D Software</a>	<i>Paper Author</i>	SIGGRAPH Educators' Conference
2004	Dharmadhatu: A Journey in Time premiere	<i>3D Animator / Producer</i>	SIGGRAPH Educators' Conference
2003	<a href="#">3Ds max 5 Visual QuickStart Guide</a>	<i>Book Author</i>	Peachpit Press
2002	<a href="#">Digital Dentistry</a>	<i>3D Modeler</i>	Digidentist
2001	<a href="#">3D Studio MAX 4 Visual QuickStart Guide</a>	<i>Book Author</i>	Peachpit Press
2000	<a href="#">Mastering 3D Studio MAX 3</a>	<i>Writer / Editor</i>	Sybex Publications
2000	<a href="#">Modular Content Design Standards</a>	<i>Lead Author</i>	Autodesk, Inc.
2000	<a href="#">Writing Style Guidelines</a>	<i>Lead Author</i>	Autodesk, Inc.
2000	<a href="#">Scientific Visualization Tutorials</a>	<i>Instructional Designer</i>	Autodesk Education/NCSU
1999	<a href="#">Journey Into the Brain</a>	<i>3D Modeler</i>	Morphonix
1999	<a href="#">3D Studio MAX 3 Visual QuickStart Guide</a>	<i>Book Author</i>	Peachpit Press
1999	<a href="#">SimCity 3000</a>	<i>3D Modeler</i>	Maxis
1998	<a href="#">Musculoskeletal Imaging</a>	<i>3D Animator</i>	UCSF Medical Center
1997	<a href="#">Upper Sonographic Anatomy</a>	<i>3D Animator</i>	UCSF Medical Center
1996	<a href="#">Steel Harbinger</a>	<i>3D Modeler / FX Animator</i>	Sony PlayStation
1996	Artists of the NBMA	<i>Producer</i>	Mill Valley Film Festival