

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](#)

EDUCATION

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

EXHIBITIONS & PUBLICATIONS

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