





Experience Design Maryland Institute College of Art (MICA)

Instructional Design Quinnipiac University

Graphic Design/Fine Art Eastern Connecticut State

User Experience

University

User Centered Design **Usability Testing** Information Architecture Wireframing & Prototyping Interaction Design Accessibility Heuristic Evaluation Needs Analysis User Research Personas / Journeys Competitive Anlaysis

Learning Design



ADDIE / SAM **Blooms Taxonomy** Kirkpatrick Evaluation **Backwards Mapping Performance Training** Information Graphics **Adult Learning Theory** Curriculum Development e-learning Development Gamification Project Management Serious Games/Simulation

Certifications



Adobe Certified Associate:

Graphic Design & Illustration using Adobe Illustrator

Technical Skills

VIKI SUSLOVIC

Intersecting visual design, instructional design, and user experience to create usercentered, scalable solutions that enhance experiences, streamline processes, and drive meaningful outcomes.

PROFESSIONAL EXPERIENCE

Apple, Cupertino CA

AIML University, R&D Learner Experience Designer

- march 2024 Present
- Audit learning offerings and maintain a content repository, ensuring visibility into content status, update schedules, and alignment with business needs.
- Prototype and test new delivery modalities tailored to user needs, enhancing engagement and accessibility
- Design and implement a learner research strategy, incorporating surveys, focus groups, and usability testing to inform solution development
- Analyze team websites to consolidate and improve content relevance, discoverability, usability, and learner satisfaction
- Collaborate with Apple's internal UX teams to adopt best practices and strengthen
- cross-functional networking Establish processes to ensure consistent brand identity across all deliverables,
- reinforcing professionalism and alignment with organizational standards

Special Projects Group (SPG), R&D Lead Instructional Designer

- m February 2020 March 2024
- Collaborated with stakeholders to implement training programs, learner progressions, and certifications for autonomous system testing
- Defined learning objectives and identified training events in partnership with developers, operations, and safety engineers
- · Designed and developed Facilitator Guides, Participant Guides, Keynotes, and e-learning materials for hardware and software training
- Leveraged iPad and Apple Pencil to create interactive, engaging learning activities
- Supported on-the-job training with job aids, tooling, coaching strategies, psychomotor evaluations, re-certifications, and cognitive retention strategies
- Partnered with tooling, operations, and safety teams to enhance application user experiences and align with project goals

🛂 Stanford University, Stanford CA

IT Training, Visual Arts Instructional Designer

- 🧰 October 2019 February 2020
- Designed, developed, and facilitated hands-on workshops and webinars for beginner and intermediate users of Adobe Illustrator, Photoshop, and InDesign
- Created and delivered an Adobe Certified Associate (ACA) preparation course for Illustrator and Photoshop
- Conducted demonstrations showcasing software interfaces, tools, and workflows
- Developed worked examples and practical exercises to help learners master Adobe creative software
- Designed job aids and quick-start guides to supplement instructor-led sessions and enhance learner retention

Visual Design Using Adobe Photoshop

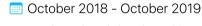
Image creation with **Photoshop & Illustrator**

Interactive PDF/ ePub

with InDesign

2U 2U, Inc., New Carrollton MD

People Team, Instructional Designer



- · Designed and developed interactive online and instructor-led curriculum for new hire onboarding and department-specific training, leveraging the ADDIE model
- · Collaborated with sponsors to define learning objectives, address gaps, and identify subject matter experts (SMEs) for content development
- · Streamlined content collection by guiding SMEs with templates, resources, and regular
- · Created storyboards, scripts, and prototypes to gather Sponsor/SME feedback
- · Designed visual assets, including videos, illustrations, infographics, animations, and interactive media
- Conducted pilots and user groups to refine training materials before final distribution Led monthly professional development sessions to upskill instructional designers in
- Adobe Illustrator, Photoshop, Animate, Premiere Pro, and After Effects

Sonalysts Studios, Waterford CT

check-ins to maintain progress

Naval Training, Instructional Technologist

- July 2016 October 2018
- Analyzed learning objectives to design user stories, interactions, feedback, and evaluations for 2D and 3D training simulations
- Created educational animations and interactive graphics aligned with multimedia learning principles
- Collaborated with SMEs to develop storyboards emphasizing sequencing, narration, and developer instructions for graphics and user interactions

Naval Training, Courseware Developer Lead

m July 2015 - October 2018

- Analyzed learning objectives to design user stories, interactions, feedback, and evaluations for 2D and 3D training simulations
- · Created educational animations and interactive graphics aligned with multimedia learning principles
- Collaborated with SMEs to develop storyboards emphasizing sequencing, narration, and developer instructions for graphics and user interactions

References available upon request.



