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San Francisco Bay

Expertise

ADDIE

- Action Mapping
- Adult Learning Theory
- Backwards Mapping
- Creative Problem Solving
- Design Thinking
- Gamification
- Graphic Design
- Human Computer Interaction
- HTML5 Development
- Information Graphics
- Interaction Design
- Multimedia Development
- Performance Training
- Project Management
- UI/UX Prototyping
- Serious Games/Simulation
- User Experience Design
- Video Production/Editing

Education

- MA Experience Design**
Maryland Institute College of Art
Expected December 2024
- MS Instructional Design**
Quinnipiac University
May 2018
- BA Graphic Design**
Eastern Connecticut State
May 2004

Courses / Certifications

- Coursera:**
User Experience & Interaction Design for AR/VR/MR/XR
AR for web using Javascript
Advanced React
- Adobe Certified Associate:**
Graphic Design & Illustration using Adobe Illustrator
Visual Design Using Adobe Photoshop

Viki Suslovic Profile

Learning is a journey of the mind. I help make the experience meaningful! Deep learning is not rote memorization and recall. Rather, learning is a personal experience of exploration and relevant application. Using instructional design strategies and user centered design, I design and develop immersive instructor-led and self-guided learning experiences that utilize technology to focus on outcomes.

Professional Experience

Apple, Sunnyvale CA February 2020 - Present
Special Projects Group Lead Instructional Designer

- Collaborate with stakeholders, partners, and leadership to identify KPIs, knowledge and skills to implement programs, learner progressions, and certifications
- Map learning objectives to learner competencies and relevant curriculum
- Consult with developers, operations, and safety engineers to develop training content
- Lead a team of instructional designers and media developers to design, develop, and update training deliverables
- Design and develop Facilitator Guides, Keynotes, Participant Guides and e-Learnings for hardware and software training
- Support on-the-job training with job-aids, tooling, coaching strategies, performance evaluation, cognitive retention/re-certification strategy
- Work with tooling teams in partnership with operations and safety team to prototype and iterate on the user experience of end-user applications to support project goals

Stanford University, Stanford CA October 2019- February 2020
Instructional Designer for the Visual Arts

- Design, develop, and deliver hands-on workshops for beginner and intermediate Adobe Illustrator, Photoshop and InDesign users
- Design, develop, and deliver webinars for specific tools and workflows in Illustrator, InDesign and Photoshop
- Design, develop, and deliver an Adobe Certified Associate (ACA) preparation course for Illustrator and Photoshop
- Design and execute demonstrations that highlight software application interfaces, tools and workflows
- Design worked examples for students to follow to master concepts in Adobe creative software applications
- Design and develop job aids and quick start guides to supplement instructor-led sessions

2U, Inc., New Carrollton MD October 2018 - October 2019
Instructional Designer

- Using the ADDIE model, designed and developed interactive and engaging online and instructor-led curriculum for new hire on-boarding and department specific curriculum
- Collaborated directly with sponsors to determine learner objectives and learning gaps, and identify ideal SMEs for content collection
- Provided support and guidance to SMEs to streamline the content collection process by providing templates and resources, setting goals and expectations, and scheduling checkpoints and working meetings
- Developed storyboards, scripts and prototypes for Sponsor/SME feedback
- Designed and developed visual assets including video, illustrations, interactive media, information graphics and animations
- Conducted pilots and user groups to refine products for final distribution
- Lead monthly internal ID team professional development sessions to train IDs on advanced utilization of Illustrator, Photoshop, Animate, Premiere Pro and AfterEffects

Technical Skills



Image creation and editing with
Photoshop & Illustrator



Interactive PDF with InDesign



Animation and interactivity with
Animate & Hype



HTML development with
CSS & JavaScript



Screen recording/interactive
video with Camtasia



Video editing and effects with
Premiere Pro & AfterEffects



Rapid prototyping with Sketch,
Figma & Axure



Ideation/Collaboration with
Miro & FigJam



e-learning development with
Storyline, Rise & Captivate



Documentation and
presentations with Pages,
Keynote & Confluence

Experience Continued

Sonalysts Studios, Waterford CT

July 2015 - October 2018

Instructional Technologist

- Analyzed learning objectives to design user stories, interactions, feedback and evaluation for training simulations in 2D and 3D
- Designed and developed educational animations and interactive graphics using the principles of multimedia learning
- Worked with SMEs to develop storyboards that focus on sequencing, narration and developer instructions for graphics and user interaction

Courseware Developer Lead

- Lead a development team of graphic designers and programmers in production of multiple synchronous projects, promoting collaboration with lessons learned, asset sharing and work flow optimization for on-time delivery
- Designed and programmed reusable widgets for custom data visualization and interaction using HTML5 technologies
- Developed simulations, interactive media, video and animations
- Authored SCORM wrapped packages using proprietary HTML export software
- Researched and implemented software, hardware and work-flows for development team to stay current with emerging technologies and educational trends
- Lead training sessions on new technology and work flows

OBGProject, New York NY

January 2017 - May 2018

Contract Instructional Designer (Remote/Part time)

- Designed and developed e-learning solutions to educate doctors specializing in women's health to stay current with medical advances while earning CME credits
- Collaborated with SMEs to identify knowledge gaps to keep instruction succinct and relevant
- Created storyboards and worked closely with SMEs using Skype video conferences and shared Google docs to identify learning objectives and supporting content
- Designed responsive templates for e-learning courses using Adobe Captivate and HTML5 for cross-platform access
- Developed engaging formative assessments using Adobe Captivate's advanced drag and drop and hot-spot features
- Designed and developed interactive/animated graphics to visualize complex medical concepts

Kongsberg Digital, Groton CT

May 2009 - July 2015

Senior Database Developer | Senior 3D Developer, Instructor

- Designed/delivered an instructor-led 2 week basic training course with supporting documents including quick-start guides, worked examples and final project requirements for course evaluation
- Designed and delivered custom training programs for development of 3D assets for real-time simulations
- Collaborated with customers to assess training needs and expected outcomes
- Trained customers and new hires on-site or at Kongsberg training facilities world-wide for courses ranging from basic 3D modeling to advanced techniques in specialized areas of Kongsberg proprietary software
- Wrote and illustrated user manuals for proprietary software and development procedures
- Conducted webinars for customers and Kongsberg employees on newly released features of simulation development software
- Represented the Simulation Development Department at international Kongsberg Users Conferences



Instructional Designer | Multimedia Developer |
Experience Designer | Lifelong Learner