

Aaron Shoop

619-723-6619 | Shoop@BioAnim3D.com | www.AaronShoop.Net
www.Linkedin.com/in/ShoopInstDesign/ | San Diego, CA

SUMMARY

Highly innovative instructional designer with significant background both as a scientist and more than 8 years experience focused in the design and development of complex E-Learning solutions in alignment with company objectives. Deep understanding of corporate culture within the Biotech and Medical space and the ability to communicate effectively with subject matter experts as well as employees at all levels. Proven track record of transforming extremely complex concepts and processes into relatable learning experiences for the medical and bioscience industries. Able to effectively collaborate in a dynamic environment with a wide-range of key stakeholders and colleagues at all levels.

TECHNICAL SKILLS — DEVELOPER TOOLS

Rapid Authoring: Storyline 360 | Studio | Replay | Peek | Review | Rise | Adobe Captivate

Audio — Video Editing: Adobe After Effects | Adobe Premier Pro | Adobe Audition

2D Animation — Illustration: Adobe Photoshop | Adobe Animate | Adobe Illustrator

3D Animation: Autodesk Maya | Arnold Rendering | Z-Brush

PROFESSIONAL EXPERIENCE

BioAnim3D — San Diego, CA

2020 — Present

Instructional Designer — Consultant

Using adult learning theory, align ADDIE development with SME storyboard content to create high grade courses related to biology microbiology and immunology.

- Build internal HR training courses as well as interactive onboarding courses and activity guides
- Conduct training needs assessments as well as post-course evaluations using the Kirkpatrick model to ensure all courses are adjusted and updated as appropriate
- Record draft and final course audio narration per the SME approved script

NuVasive — San Diego, CA

2018 — 2020

Instructional Designer — Talent Management

Developed a limitless panoply of learning materials and courses for the HR department, from companywide onboarding to online leadership guides to printed compensation handbooks. Courses were developed from department request to storyboard to final publishing on Cornerstone LMS.

- Collaborated with NuVasive’s product development SME’s resulting in the successful translation of institutional knowledge into user-centered lessons by conducting front-end analysis, writing course outlines, storyboards, creating animations, graphics, and innovative interactivities
- Utilized extensive software and technical knowledge to build courses that follow content optimization best practices to ensure smaller video and graphic content resulting in achieving the best user experience and technical performance of the LMS
- Developed NuVasive’s extensive “Masters of Spine” eLearning curriculum, a requirement for every new NuVasive employee before they are officially hired
- Applied the ADDIE model to conduct needs assessments/identify performance gaps, needs analysis, and evaluated the training ROI for the company as well as the learners

BioAnim3D — San Diego, CA

2018 — 2018

E-Learning Content Developer — Consultant

Built compelling accurate 3D/2D animation/interactivities for biomedical and pharmaceutical E-Learning Instructional Design courses by utilizing industry standard software tools such as Articulate Storyline 360, Autodesk Maya, and Adobe CC Suite of programs.

- Translate clients’ vision from SME authored storyboards to interactive courses published to our own SCORM LMS with live Learner results reporting to client database.
- Collaborate with client Project Managers with meticulous attention to detail to publish functional, and effective didactic online interactive courses available to client LMS of choice

ScienceMedia — San Diego, CA**2017 — 2018*****E-Learning Developer***

Created engaging E-Learning courses for delivery to biological science, medical, and pharmaceutical industry clients by collaborating with a team of Developers, Scientific Writers, and SME's to complete projects with scientifically and medically accurate media content.

- Created process and workflow improvements resulting in measurably increased efficiency and an overall reduction of costs in development hours
- Collaborated with multi-skilled team to create animations, videos, illustrations, and audio narration

BioAnim3D — San Diego, CA**2014 — 2017*****E-Learning Biomedical Content Designer — Consultant***

Created 3D and 2D animation and images showcasing surgical devices, medical procedures, and drug method of action for both instructional and sales materials using Autodesk Maya 2017, ZBrush-4R7, and the Arnold Renderer along with full Adobe Creative Suite.

- Collaborated with science writers to develop scientifically accurate medical and biology courses
- Optimized course assets to ensure smooth end user performance
- Created photorealistic 3D assets of surgical devices for corp sales materials online and print
- Built engaging animated interactivities using Adobe Flash and Flash ActionScript 3.0

ScienceMedia — San Diego, CA**2012 — 2014*****E-Learning Developer***

Collaborated with a team of Developers, Scientific Writers, and SME's to complete projects with scientifically and medically accurate animations and illustrations within the project deadline.

- Developed 3D and 2D art assets for eLearning modules in the medical and pharmaceutical industries including Amgen, Eli Lilly, Merck, Pfizer, and Allergan
- Modeled and textured medically/scientifically accurate 3D assets
- Established new workflow practices for audio narration recording, editing, and animation timing resulting in achieving time savings and cost reduction and ensuring consistent implementation

Mobile Distortion — San Diego, CA**2011 — 2012*****Creative Consultant***

Facilitated concept, design, and layout for mobile Apps on iPhone and Android.

- Created art and animation assets for mobile Apps
- Conducted quality assurance testing for mobile Apps on iPad, iPhone, and Android devices

Media Jam LLC — San Diego, CA**2009 — 2010*****3D Animation Developer***

Developed and animated 3D assets for our client NuVasive and their new surgical devices, procedures, spinal surgery training animations, and promotional materials.

- Utilized Maya 2010 and the Adobe CS4 Suite of Programs worked as a Modeler, Texture Artist, Animator, Storyboard Artist and Video Compositor
- Worked on varied facets of many different projects detailing the usage of multiple innovative surgical devices and techniques

EDUCATION | PROFESSIONAL DESIGNATIONS

University of Minnesota — Minneapolis, MN***Bachelor of Science — Genetics Cell Biology and Development*****University of California, Irvine — Irvine, CA*****Certificate — Instructional Design***