



MICHAEL SHEYAHSHE

Developer • Technologist



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Experience Overview

Comprehensive professional expert in Information Technology with specializations in eLearning and training; web, application, and software development and programming; 3D modeling, animation, simulation, video games; innovative technology; and mobile applications. Established professional author; sought-after speaker at various industry and academic conferences.



Technical Skills

<i>3D Software</i>	Maya, Blender, Poser, Mudbox, ZBrush, Fuse, MakeHuman
<i>Game/Engines</i>	Unity, Unreal, Blender Game Engine (BGE), WebGL
<i>Media/Graphics</i>	Photoshop, InDesign, XD, Premiere, AfterEffects, Illustrator, Audition, Clip Studio Paint
<i>Programming</i>	HTML5, CSS3, Bootstrap, JavaScript, jQuery, JSON, C#, Java, SQL, REST, xAPI, EmberJS
<i>Authoring Tools</i>	Storyline, iSpring, Captivate, Lectora, XCode, Android Studio, Dreamweaver, Atom
<i>Systems</i>	Windows, Android, Mac, iOS, Linux, Apache, Drupal, LAMP, AWS
<i>Development Tools</i>	ADDIE, Agile, SCRUM, Kanban, Git, SourceTree, Trello, JIRA, Smartsheets, Freedcamp, Jenkins, Slack



Professional Career

Senior Web Developer	Pearson - Iowa City, IA	2016-2019
<ul style="list-style-type: none"> Designed and developed bespoke and learner-centric eLearning content and applications leveraging responsive web design built with rapid-development tools – Captivate, Storyline, etc. – and <i>Model-view-viewmodel</i> (MVVM) framework, EmberJS. Integral member of migration team for enterprise-level learning management system (LMS). Organized recurrent in-depth discussions among various members of accessibility team on establishing best practices to ensure elearning content met WCAG 2.1 AA conformance. Steered vital informational presentations and real-world demonstrations of innovative technology for more engaging and immersive learning content to key line-of-business participants. 		
Director of Learning Technology	Advanced Network Information - Sunnyvale, CA	2014-2016
<ul style="list-style-type: none"> Provided highly customized instructional content development utilizing multiple programming code languages, development tools, and integrated development environments (IDEs). Piloted <i>proof-of-concept</i> curated learning content software as a service (SaaS) platform built with Drupal backend. Primary point-of-contact for development of custom learning solutions for Institute of Electrical and Electronics Engineers (IEEE), Visa, and Cisco. 		
Senior Associate, Software Developer	ICF International - Fairfax, VA	2011-2014
<ul style="list-style-type: none"> Authored 3D modeling, animation, simulation, video games for US Army, Federal Emergency Management Agency (FEMA) and Federal Aviation Administration (FAA) Aviation Safety Inspectors (ASI) program. Created custom 3D models and authoring immersive 3D simulations for US Air Force Air Force Medical Modeling and Simulation Training (AFMMAST), Defense Security Service (DSS), and the FAA Aviation Safety Inspectors, Interactive Systems Review (ISR). 		
eLearning Designer, 3D Graphics Artist	Raytheon Professional Services - Troy, MI	2008-2011
<ul style="list-style-type: none"> Developed interactive media for FAA Air Traffic Control curriculum leveraging 2D and 3D models, assets, simulation, and animation; video graphics; and various computer programming languages. Created of 3D models of various aircraft for use in air traffic controller curriculum. 		
Instructional Design Specialist	College of Public Health, OUHSC - Oklahoma City, OK	2005-2008
<ul style="list-style-type: none"> Provided support and consultation for instructional technology, simulation training, and serious game development. Administrated custom Learning Management Systems (LMS). Initiated development of virtual simulation training module for first-responders. Chaired committee on Ethnic and Cultural Minority Populations and co-authored CDC publication. 		
Multimedia Education Specialist	College of Nursing, OUHSC - Oklahoma City, OK	2003-2005
<ul style="list-style-type: none"> Maintained, scheduled, and provided technical support for college's videoconferencing and distance learning technology. Created Request for Proposals (RFPs) for technology upgrades. Interim LAN Administrator. 		



Consultancy

Chief Information Officer and Technologist

aNm - Albuquerque, NM

aNm is a Native American–owned studio that provides custom creative and technical solutions: comics and graphic novels; software and mobile app development; interactive 3D simulations and video games; and 2D animations. aNm is proud to count among its numerous clientele: **Caddo Nation of Oklahoma, Chickasaw Nation Industries, Comanche Nation Cultural Center and Museum, Iowa Tribe of Oklahoma, Pawnee Nation,** and the **Smithsonian Institution’s National Museum of the American Indian.**



Education

M.F.A.

B.A. (cum laude)

B.A. (cum laude)

3D Computer Modeling, Academy of Art University, San Francisco, CA

Film and Video Studies, University of Oklahoma, Norman, OK

Native American Studies, University of Oklahoma, Norman, OK



Presentations

2018	<p>“EZ360: Use Blender Create Custom 360° Video.” Online Learning Conference.</p> <p>“3D Clearance Rack: Add Affordable 3-D Content to eLearning Simulations, AR, and VR.” Realities360.</p> <p>“EZ360: Using Blender to Create Custom 360-Degree Video.” Realities360.</p> <p>“Get Graphic: eLearning Tips from Comic Book Theory.” Learning Dev Camp.</p> <p>“BYOD: Add Affordable 3D Content to Your eLearning.” Learning Solutions Conference and Expo.</p>
2017	<p>“Create More Advanced Content Using iSpring, Right Out of the Box.” DevLearn.</p> <p>“How to create an online course from A to Z.” [online webinar series] iSpring Solutions.</p> <p>https://www.ispringsolutions.com/blog/how-to-create-online-course</p> <p>“Create VR on a Shoestring Budget.” Learning Solutions Conference and Expo.</p> <p>“How to Choose an Authoring Tool: Essential Checklist.” Learning Solutions Conference and Expo.</p>
2016	<p>“NekroNomIcon: Story-Driven Mobile Game Developed with iSpring.” Project presented at DemoFest, Focus on Learning.</p>
2015	<p>“B.Y.O.L.: Story Hero: Create Comics and Motion Comics Interactions with Storyline.” DevLearn.</p> <p>“MoCom, Mo’ Learning.” Awarded: “Best in Show: Game-based/Immersive/Simulation.” DemoFest, mLearnCon.</p>
2014	<p>“Fantastic 5: Use the Power of HTML5 for Good.” Learning Solutions.</p>
2013	<p>“Fantastic 5: Use the Power of HTML5 for Good.” DevLearn.</p> <p>“Touch and GO: Quickly Enhancing Lectora for Gesture-Based Mobile Interaction.” Mobile Learning Conference and Expo (“mLearnCon”).</p> <p>“Touch and GO: Quickly Enhancing Lectora for Gesture-Based Mobile Interaction.” Lectora User Conference.</p> <p>“Natives in Comics: How to Create Comic-Book Art.” American Indian Festival of Words Writers Award.</p> <p>“How to Create Comic-Book Stories.” American Indian Festival of Words Writers Award.</p> <p>“Holy HTML5, Batman: Tips/Tricks from Digital Comics to Enhance Your eLearning.” Heartland eLearning Conference, University of Central Oklahoma.</p>



Professional Service

2018	<p>“How to Choose An Authoring Tool: Essential Checklist.” [online webinar] eLearning Industry.</p> <p>https://elearningindustry.com/webinars/how-to-choose-an-authoring-tool-essential-checklist</p>
2015	<p>Adjunct Instructor: Game Design, Spring 2015. Portland State University.</p>
2009	<p>Chair for Northern California University’s Accreditation Committee, Distance Education and Training Council (DETC), <i>Standards III, IV, and V.</i> (former)</p>
2007	<p>Subcommittee Chair, Contributor, CPHP Network Collaboration Group, “Vulnerable Populations: Ethnic and Racial Populations”.</p>
2006 - 2009	<p>Appointed Member, Caddo Nation Heritage Museum Board of Trustees.</p>
1999 - 2003	<p>Appointed Commissioner, Caddo Nation Tax Commission.</p>