Olivier Balmokune

Senior Instructional Designer

Calgary, AB · Open to remote roles, Calgary, or relocation
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PROFILE

Instructional designer who designs the learning and builds it end to end: video, motion graphics, Articulate Storyline modules, and Unity / Meta Quest simulations, with no handoff gap. 15+ years in multimedia production and post-secondary teaching, designing for elementary students, industrial trainees, corporate employees, and college and university learners. Starts with the learner and the problem, then chooses the format; grounded in needs analysis, outcome-aligned assessment, SME review, and Universal Design for Learning. MFA, Film & Media Arts.

SELECTED LEARNING PROJECTS

Full case studies at olytron.com/case-studies.

- **XR Safety Simulation:** Unity / Meta Quest hazard-identification and evacuation training built from real facility layouts and SME input.
- **Water Works for Kids:** 4 educational videos and 20+ micro-learning clips with Dewey, a recurring animated guide, making water-treatment science clear for young learners.
- **Wellness Micro-learning:** a lengthy workplace wellness report turned into two short videos through an AI-assisted, human-directed production workflow.
- **Storyline 360 Interactives:** four playable demos spanning assessment, gamified review, game-based recall, and onboarding.

EXPERIENCE

AI Cinematography Consultant | Micro1 — Jan 2026 – Present

Evaluate and help train AI video generation on cinematography, 360° video, and short-form storytelling, covering both technical and creative quality.

Video Editor / Post-Production Artist | Media Street Productions — Apr 2024 – Present

Edit and animate multi-platform promotional and informational content; animation results lifted social engagement enough that other departments requested animation support.

Sessional Professor | St. Clair College, Windsor, ON — Aug 2023 – May 2024

- Designed and taught two courses per term (about 40 students): Intro to Design, Layout and Immersive Storytelling, and Intro to Animation with Social Media Integration.
- Scaffolded each course from concept through production with four progressive projects, each building on prior narrative, technical, and collaborative skills.
- Wrote outcome-aligned rubrics and evaluation criteria, making assessment clearer and more consistent.
- Built milestone feedback into group AR, VR, and 360° journalism projects to catch quality issues early; introduced AI-assisted workflows alongside explicit ethics discussion.

XR Developer / VR Designer | Hitachi North America (R&D) — Jun 2022 – Aug 2023

- Designed and built six VR/MR training and simulation prototypes for Meta Quest 2, Quest Pro, and HoloLens 2 in Unity and Unreal Engine, spanning safety training, industrial simulation, and architecture.
- Created experiential hazard-identification and emergency-evacuation training grounded in real facility layouts and SME input, giving trainees off-site familiarity that reduced on-site onboarding time.
- Built a real-time AI avatar (GPT dialogue, rigged character, live lip sync) and reduced off-topic and hallucinated answers by restructuring prompts and supplying domain-specific manufacturing data.
- Wrote technical documentation and tutorials that turned complex XR systems into clear instructional materials for stakeholders.

Video Editor / Multimedia Producer | Getty Images — Dec 2008 – Oct 2022

- Produced motion graphics, video, and instructional media for global marketing, training, and internal communications, reaching thousands of contributors worldwide and hundreds of employees.

- Created training media that enabled contributors to fully adopt a new submission platform within days, by aligning instruction with real user workflows.
- Redesigned an outsourced media pipeline into a transparent in-house workflow, cutting production costs by approximately 50–60%.
- Delivered more than a dozen workshops for internal and external stakeholders on production, composition, post-production, and copyright best practices.

Graduate Assistant / Educator | University of Windsor Jun 2020 – May 2022

- Lectured on interactive narrative design to cohorts of about 42 undergraduates, and designed and led an online photography workshop for 60+ participants.
- Mentored 50+ students per term across classroom and lab settings, and supervised a team of five technicians.
- Designed a real-time online booking system for 400+ equipment items, reducing double-bookings, errors, and missing equipment by more than 86%.

SKILLS & TOOLS

Learning design: needs analysis, scenario-based learning, micro-learning, curriculum design, outcome-aligned rubrics, SME review cycles, gamification, Universal Design for Learning (UDL)

Authoring & standards: Articulate Storyline 360, SCORM, xAPI, LMS (Brightspace, Blackboard, SharePoint), Rive, Figma

Media production: After Effects, Premiere Pro, Character Animator, Toon Boom Harmony, DaVinci Resolve, Blender, Cinema 4D, Houdini

Immersive: Unity (C#, XR Interaction Toolkit, MRTK), Unreal Engine (Blueprints, Sequencer), Meta Quest, HoloLens 2, 360° video, TouchDesigner

AI-assisted workflow: NotebookLM, ChatGPT, Veo, ElevenLabs, HeyGen; prompt design and output evaluation, with human editorial control

Code: JavaScript, HTML / CSS, C#, C++, Python, SQL

EDUCATION

MFA, Film & Media Arts | University of Windsor, 2023
Bachelor of Media Arts & Digital Technologies | Alberta University of the Arts
Information Technology Diploma | Southern Alberta Institute of Technology (SAIT)

CERTIFICATIONS

- Articulate Storyline 360 certification; xAPI Fundamentals certification
- Learning Experience Design series, University of Michigan (in progress)
- Game Design Professional Certificate, Epic Games (2026); Google AI Essentials (2025)
- Google Data Analytics; Google IT Automation with Python; ChatGPT Advanced Data Analysis, Vanderbilt University; Fundamentals of Data Visualization, University of Colorado (2026)

AWARDS & RECOGNITION

- **AMPIA Rosie Awards:** Windsage (animated short) won Best Song and was nominated for Best Animation, Alberta Media Production Industries Association
- Alberta Foundation for the Arts: Visual Arts and New Media Individual Project Funding; Film and Video Individual Project Grant
- Windsor Endowment for the Arts Grant; RBC EPIC Founders Pitch, second place

ALSO

French (limited working proficiency) · Golden Key International Honour Society · Tabletop RPG system designer and game master: another way of thinking about rules, choices, and feedback