



James Foreman

Lead Learning Experience Designer

James_Foreman@outlook.com
linkedin.com/in/james-foreman-555x555
Virginia, USA

SUMMARY

Skilled Learning Experience Designer and CGI animator with 9+ years of experience creating technical training content primarily in the automotive manufacturing and service sector. Proven ability to collaborate with colleagues at all levels of product development to reliably deliver accessible, high-quality instructional materials.

EXPERIENCE

Rivian Automotive, Inc.

(3 years)

Lead Learning Experience Designer

Sept 2024 – Present

Creates 3D animated technical training content for manufacturing and service. Collaborate with SMEs to design optimal learning experiences while building custom coding/AI tools to streamline workflows. Mentor two team members through standards, documentation, and training.

CGI Animator

Sept 2022 – Sept 2024

Developed 3D animated training content illustrating complex work instructions. Partnered with SMEs to transform technical information into engaging visual content.

Tesla, Inc.

(6 ½ years)

CGI Animation Lead

Feb 2021 – Jun 2022

Led CGI content production for Energy Training. Managed small team developing videos, graphics, and technical illustrations. Piloted new delivery methods including 3D models, interactive animations, and AR.

Senior Content Producer/Multimedia Developer

Oct 2015 – Feb 2021

Developed 120+ training videos across multiple product lines. Handled complete production pipeline: filming, editing, scripting, voice-over, graphic illustration, and on-screen talent.

Phin Security

(4 months)

Instructional Designer

*Jun 2022 – Sept 2022
(~3hrs/week)*

Created custom SCORM courses for security awareness training library.

SOFTWARE

Blender

DaVinci Resolve

Affinity Photo (Photoshop)

AI Tools (Synthesia, Claude, Gemini)

Dassault 3DEXperience (CATIA)

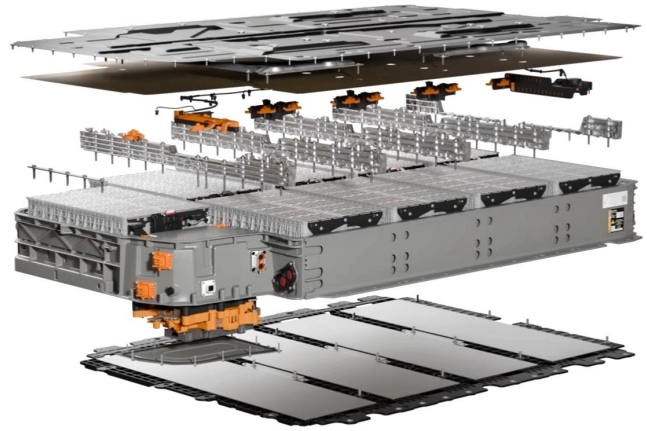
Adapt Course Authoring

Articulate Rise/Storyline

EXAMPLES OF WORK

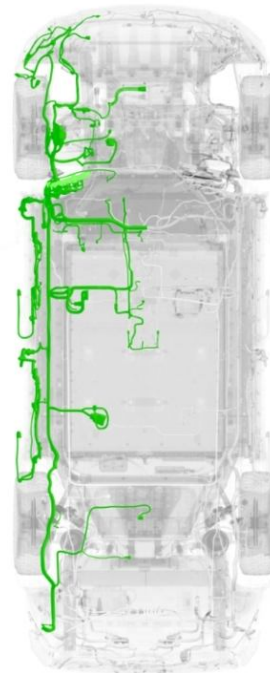
Rivian Gen2 Battery Content

This project encompasses a series of training videos and graphic illustrations. CAD of the pack was exported from CATIA and imported into Blender where parts were broken up and materials applied. Working closely with a subject matter expert in Battery Engineering, scripts were developed for several training videos covering general knowledge like anatomy, and also detailed service tasks like fuse replacement. The specific image on the right was taken from the Battery Anatomy video and used by Marketing in an investor publication. The Blender model was made fully detailed down to the individual cells in the battery modules, making it suitable for virtually any future content needs.



Rivian Gen2 Electrical Architecture Content

This project encompasses an introductory video and several graphic illustrations. CAD of the entire R1S vehicle was exported from CATIA and imported into Blender. In Blender the parts were organized and the low voltage components were separated out. A transparent material was applied with various alpha levels to create an overall "X-Ray" look for the main structure of the vehicle and to provide context. The low voltage components were given a bright colored highlight material with different colors to indicate different zones of the architecture. In order to show the 3 zones side-by-side the Blender scene was structured in such a way that each zone was rendered separately, but then composited together in the video editor.



EXAMPLES OF WORK

Powerwall with Backup Gateway 2 Quick Guide

A series of 38 renders used for a publicly facing guide in an “Ikea” style with heavy visual emphasis. CAD of the Gateway 2 and Powerwall 2 was pulled. Geometry was cleaned and materials added. For Gateway 2, several custom textures were made in Photoshop and applied to match the relevant stickers on the product. Wiring was also modeled to match different installation scenarios as specified by the SME’s. Further details like highlights and arrows were modeled. Camera angles, light positions, and object visibility were keyframed. Final images were rendered at high resolution and on a transparent background so Technical Writers and Publishers had as much flexibility as possible when adding them to the final document.

YES

GATEWAY IS INSTALLED AS SERVICE EQUIPMENT
INSTALL MAIN BREAKER



See **Wiring Reference** in the *Installation Reference Manual* for breaker types

Modular Battery System

This project was meant to demonstrate a theoretical product of my own design and generate high quality imagery of it. All objects shown are completely original and modeled by myself. The starting point was the array of lithium ion cells and their electrical contacts which were generated from a Geometry Node tree. Materials were made for all objects and lighting was added to the scene. Finally, keyframes were made to create an animation of the product being assembled. The animation was rendered in Eevee while the still images (as shown here) were rendered in Cycles. Exposure was adjusted in Photoshop for the still images. Likewise, color balancing and timing was done on the animation in DaVinci Resolve.

