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Brian Kerr

3D ARTIST & EDUCATOR

EDUCATION

M.F.A. - Computer Animation

Miami International University of Art & Design - Miami, FL

2009

Master's Thesis: I focused on the litigation support industry which provides graphics, animations, and visual aids for trial. I explored how the use of real time rendering engines, specifically the use of the Unreal 3 game engine, could be used to increase favorable decisions in court while also reducing costs when compared to using traditional pre-rendered animation.

B.F.A. - Media Arts & Animation

Illinois Institute of Art - Schaumburg, IL

2004

Motion Capture Certificate

Illinois Institute of Art - Schaumburg, IL

2005

EXPERIENCE

ADJUNCT INSTRUCTOR

ILLINOIS INSTITUTE OF ART - SCHAUMBURG and CHICAGO

2010 / PRESENT

Teach courses in the animation, game art, web design, and digital video departments. Lesson planning, grading, classroom management, creating demonstrations and lectures. Participate on school committees and advise student groups. Design logo, posters, and intro motion graphics for ARTimation Digital Film Festival. Received faculty member of the quarter recognition for winter 16/17 quarter.

FREELANCE ARTIST/INSTRUCTOR

VARIOUS

2011 / PRESENT

Siebken's Resort - Created kids menu for main resort restaurant.
Tukaiz LLC - Created Flash animations for Levy Restaurants ads in the United Center
Tan Nguyen - Created Flash animations for Bosch Power Tools and CHHanson.
Indian Trails Public Library - Taught animation workshop for 12-14yr olds.
Stevenson High School - Conducted game art and animation workshops for high schoolers.
Shawn LaMere - Skinned and animated characters for JWM Productions

SALES ANALYST

CASESIGHT INC. (FKA ANIMATION TECHNOLOGIES)

2008 / 2010

Train staff and executive management on CRM database and litigation research tools. Designed tutorials and other training materials for sales staff and executive management. Supported sales staff with litigation research and development of multi-market sales strategies. Assisted in production of design projects on as-needed basis.

CAMPUS INVOLVEMENT

Committee Member: Technology , 2016 - Present

Committee Member: ARTimation Digital Arts Festival , 2014 - Present

Advisor: Animationpedia Club , 2015

Advisor: Video Game Club , 2012 - 2013

Committee Member: Grading Rubrics , 2011

Tutor: Quarterly Finals Frenzy event, 2011 - Present

SKILLS

3DS MAX		PHOTOSHOP	
MAYA		FLASH/ANIMATE	
UNITY		AFTER EFFECTS	
UNREAL		DREAMWEAVER	
MUDBOX		C#	
PREMIERE		ACTIONSRIPT 3.0	
ILLUSTRATOR		HTML/CSS	