

# Brian Kerr

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## EDUCATION

### ***MFA, Computer Animation, 2009***

Miami Int. Univ. of Art & Design - Miami, FL

Thesis Title: Enhanced Visualization: Utilizing Real-Time Engines in the Courtroom

### ***BFA, Media Arts & Animation, 2004***

Illinois Institute of Art - Schaumburg, IL

## TEACHING EXPERIENCE

### ***Adjunct Instructor, Illinois Institute of Art – Schaumburg, January 2010 – March 2019***

- Utilized a variety of teaching methods to accommodate diverse adult learning styles.
- Experience teaching in the classroom and distance learning online.
- Developed and taught classes in the Media Arts & Animation and Game Art Design programs on subjects like: 3D modeling, animation, lighting and textures, motion capture, motion graphics, compositing, game prototyping, and game scripting.
- Consistently one of the highest rated faculty in the department on student quarterly surveys.

## HONORS AND AWARDS

- Faculty member of the Quarter, Winter 2017

## CAMPUS ACTIVITIES

- Technology Committee Member, 2016 – 2018
- ARTimation Committee Member, 2014 – 2018
- Animationpedia Club Advisor, 2015
- Video Game Club Advisor, 2012 – 2013
- Grading Rubric Committee Member, 2011
- Volunteer tutor at quarterly Finals Frenzy event.

## PROFESSIONAL EXPERIENCE

### ***Pulse Studio – Lisle IL***

***Project Manager / Designer | Nov 2020 - Current***

***3D Event Designer | July – Nov 2020***

- Work with clients and lead projects to successful completion
- Manage project deadlines, budget, team resources, and final deliverables.
- Design engaging physical and digital event experiences.
- Model, texture, and light 3D environments utilizing 3ds Max, Unreal, and TwinMotion.
- Create compelling motion graphics

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## ***Specifi, LLC – Schaumburg IL***

***Content Department Manager | February 2019 – March 2020***

***BIM Development Team Lead | June 2017 – February 2019***

***Revit/BIM modeler | June 2016 – June 2017***

- Promoted multiple times for demonstrating strong leadership skills, business mindset, and devotion to team improvement.
- Manage and train content department team of 10-15 employees.
- Increased productivity by 19% through training and process improvements.
- Cultivate domestic and international client relationships serving as the primary, client-facing lead during content development.
- Create modular Revit BIM models of commercial foodservice equipment and maintain database of product information.

## ***Freelance Designer, 2005-Current***

- Created motion graphics in After Effects and Flash for clients including Bosch, Levy Restaurants, Stratex and Specifi.
- 3D character animation for JWM Productions
- Designed kid's menus for Siebken's Resort restaurant.
- Taught animation and game design workshops for Stevenson High School and Indian Trails Public Library

## ***Sales Analyst, CaseSight, Inc. (FKA Animation Technologies), 2008 - 2010***

- Supported sales staff with litigation research and development of multi-market sales strategies.
- Trained new hires, regular staff, and executive management on use of CRM database and litigation research tools.
- Assisted in production of design projects on as-needed basis.

## **SOFTWARE**

3DS Max | Unreal Engine | TwinMotion | Photoshop | Illustrator | After Effects | Premiere Pro | MS Office