

BRIAN A. HILL

OBJECTIVE

To share my strong technical and animation background with a company looking to solve complex visual problems.

EXPERIENCE

2001–present *Animation Technologies Inc.* Boston, MA

Technical Animator

- Involvement in all aspects of production, including: initial research & storyboarding, modeling, texturing, lighting, animating, final post and compression.
- Reverse-engineering customer models to generate dimensionally accurate 3d solid models based on 2d CAD plans or physical prototypes.
- Direct interaction with the client on several medical, legal, & engineering animation projects.

1998–present *bxbDesigns.com* Watertown, MA

Freelance

- Texturing, lighting, and rendering print-resolution marketing collateral images
- Actively involved in nearly all aspects of the development of a new rendering plug-in for SolidWorks based on the mental ray rendering engine, including: functionality specifications, testing/quality assurance, and technical support.

2000–2001 *SolidWorks Corp.* Concord, MA

Senior Technical Support Engineer

All responsibilities of Technical Support Engineer listed below, plus:

- Training all new Support Engineers
- Managing international technical support team of 6 – 10 engineers when manager was unavailable.

1998–2000 *SolidWorks Corp.* Concord, MA

Technical Support Engineer

- Telephone and email technical support for 3D CAD software suite
- Lead support engineer for rendering and animation plug-ins PhotoWorks and SolidWorks Animator.

EDUCATION & SOFTWARE

- B.S. in Mechanical Engineering - Bucknell University
- 3ds max, SolidWorks, Adobe Photoshop, Adobe AfterEffects

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