

Kevin B. Edwards

Animations – Medical Illustrations
TT Driver Standard of Care

AREAS OF EXPERTISE

Reconstruction Animations and Medical Illustrations
Evaluate Animations for Accuracy
Tractor Trailer Operator Standard of Care

EDUCATION

Indiana University, M.S. Media Arts and Science, Informatics, Indianapolis, IN. May 2013. GPA: 4.0

Purdue School of Engineering and Technology B.S. Computer Graphics Technology with an emphasis in computer graphics and 3D animation, Indianapolis, IN. May 2011. GPA: 3.4

Indiana University School of Medicine: Completed graduate level gross anatomy including a full, hands-on dissection, basic neuroanatomy, and clinical correlations of the human body

800 level research class

EXPERIENCE

Koelus Solutions May 21, 2013 – November 2016

- Designed ads, advertorials and eblasts in an ad campaign for Roche
- Modeled, mapped and rigged a Roche cobas 8100 using Maya, 3ds Max and Photoshop
- Created lighting, shaders and textures in the Unity gaming engine for a Roche cobas 8100
- Modeled, mapped and rigged a Roche cobas c513 using Maya, 3ds Max and Photoshop
- Created lighting, shaders and textures in the Unity gaming engine for a Roche cobas c513
- Modeled, mapped and rigged a Roche cobas 8000 using Maya, 3ds Max and Photoshop
- Created lighting, shaders and textures in the Unity gaming engine for a Roche cobas 8000
- Modeled, mapped and rigged a Roche Benchmark Ultra using Maya, 3ds Max and Photoshop
- Created lighting, shaders and textures in the Unity gaming engine for a Roche Benchmark Ultra
- Modeled, mapped and rigged a Roche cobas 6800 using Maya, 3ds Max and Photoshop
- Created lighting, shaders and textures in the Unity gaming engine for a Roche cobas 6800
- Modeled, mapped and rigged a Roche cobas 4800 using Maya, 3ds Max and Photoshop
- Created lighting, shaders and textures in the Unity gaming engine for a Roche cobas 4800
- Modeled, mapped and rigged a Roche cobas 6000 using Maya, 3ds Max and Photoshop
- Created lighting, shaders and textures in the Unity gaming engine for a Roche cobas 6000
- Created lights and textures for a Coagucheck XS CAD model in Maya, 3ds Max and Photoshop
- Created lights and textures for a Coagucheck Plus CAD model in Maya, 3ds Max and Photoshop
- Created lights and textures for a Coagucheck Pro CAD model in Maya, 3ds Max and Photoshop
- Modeled and mapped a cobas 6800 in Maya and 3ds Max for Roche
- Created lighting, shaders and textures in the Unity gaming engine for a cobas 6800
- Modeled and mapped a cobas 4800 in Maya and 3ds Max for Roche
- Created lighting, shaders and textures in the Unity gaming engine for a cobas 4800
- Project managed the complete production process for the Nuvasive ALIF surgical procedure o Created storyboards, models, lights, textures, maps, animations, renders and special effects o Produced using Maya, 3ds Max, In Design, Photoshop and Illustrator
- Project managed the complete production process for the Nuvasive XLIF surgical procedure o Created storyboards, models, lights, textures, maps, animations, renders and special effects o Produced using Maya, 3ds Max, In Design, Photoshop and Illustrator
- Project managed the complete production process for the Nuvasive ACDF surgical procedure o Created storyboards, models, lights, textures, maps, animations, renders and special effects o Produced using Maya, 3ds Max, In Design, Photoshop, Illustrator and After Effects

Injury and Crash Analysis, Curriculum Vitae

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Avon, IN 46123

Phone: (317) 486-0453

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corporismedical.com 317-625-1279

- Project managed the complete production process for the Nuvasive ILIF surgical procedure o Created storyboards, models, lights, textures, maps, animations, renders and special effects o Produced using Maya, 3ds Max, In Design, Photoshop, Illustrator and After Effects
- Project managed the complete production process for the Nuvasive MAS PLIF surgical procedure o Created storyboards, models, lights, textures, maps, animations, renders and special effects o Produced using Maya, 3ds Max, In Design, Photoshop, Illustrator and After Effects
- Project managed the complete production process for the Nuvasive PCF surgical procedure o Created storyboards, models, lights, textures, maps, animations, renders and special effects o Produced using Maya, 3ds Max, In Design, Photoshop, Illustrator and After Effects
- Project managed the complete production process for the Nuvasive TLIF surgical procedure o Created storyboards, models, lights, textures, maps, animations, renders and special effects o Produced using Maya, 3ds Max, In Design, Photoshop, Illustrator and After Effects
- Project managed the complete production process for the Nuvasive TL surgical procedure o Created storyboards, models, lights, textures, maps, animations, renders and special effects o Produced using Maya, 3ds Max, In Design, Photoshop, Illustrator and After Effects
- Project managed the complete production process for the Nuvasive MLX surgical procedure o Created storyboards, models, lights, textures, maps, animations, renders and special effects o Produced using Maya, 3ds Max, In Design, Photoshop, Illustrator and After Effects
- Modeling, lighting, texturing and compositing for 3D illustrations using Maya, 3ds Max and Photoshop

Indiana University School of Medicine January 2011–January 2014

- Completed graduate level gross anatomy including a full, hands-on dissection, basic neuroanatomy, and clinical correlations of the human body
- Produced a print of a 55” X 40” sketch, purchased by the IUSM anatomy department, demonstrating the importance of the donor program to medical education
- Guest speaker at the IUSM statewide anatomy meeting in June 2012
- Created 3D animations of Situs Inversus, Volvulus (malrotation of the intestines), and gut rotation for the professor of anatomy at IUSM using NURBS and polygon models in Maya
- Produced a 3D animation on gut rotation that was shown to the graduate gross anatomy class IUSM
- Produced and edited a video on how to make paraffin histology slides for the professor of histology at IUSM
- Produced and edited a histology video distributed to IU campuses across the state of Indiana
- Produced a pelvic floor learning module involving 3D animations, video, pretests, post tests and reusable learning objects
- Employed from May 2013-January 2014 to produce and edit videos of gross anatomy dissections and conduct interviews for the MSMS graduate program at the Indiana University School of Medicine

Indiana University School of Informatics January 2011-May 2013

- Employed as a teaching assistant for the Media Arts and Science program at IU School of Informatics
- Produced over a dozen Maya training videos as a teacher's assistant in the Media Arts and Science program
- Animated and produced composite video sequences using Maya and Match Mover
- Produced animations and video in stereoscopic 3D using Premiere Pro and After Effects

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Sherwin-Williams Paint Co. August 2010-March 2013

- Employed by Sherwin-Williams to produce six safety and training videos using video and 3D animations
- Completed two internships from August of 2010 to May of 2011
- Produced and edited a training video which was presented to the president of the company and then distributed nationwide to all Sherwin-Williams distribution centers
- Produced, animated and edited a training video on safe lifting techniques
- Produced,

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animated and edited a training video on blind spots in commercial vehicles • Produced animated, and edited training videos using Maya, Mudbox, After Effects, Premiere Pro, Audacity, Photoshop and Illustrator • Collaborated with safety and trucking managers to create and produce training videos on safe lifting techniques and accident prevention • Modeled and animated a 3D semi-truck, car, human figure, pelvic bone, and spine for use in safety videos using Maya • Responsible for script writing, filming and editing, procuring voice over talent, 2D graphics and animation, 3D animation, and compositing using After Effects

Western Truck School - September 1993

Continental Hardwood Co. - October 1993 – January 1996

- 80,000 GVW flatbed/curtain van, local delivery, miles/year 40k

US Postal Service - January 1996 – August 1996

- 46,000 GVW van, bulk postal delivery, miles/year 50k

WK Dodge - May 1997 – January 1998

- 80,000 GVW flatbed, over the road, miles/year 100k

Contract Transportation Services – February 1998 – April 2013

- 80,000 GVW van, local, line and over the road, miles/year 100k • 129,000 GVW super trains miles/year 100k