

KEL ELKINS

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West Chester, PA 19380 ■ 603.860.7211

EDUCATION

The University of Pennsylvania

Master of Science in Engineering in Computer Graphics and Game Technology

The Pennsylvania State University

Bachelor of Science in Aerospace Engineering

Minor in Engineering Leadership Development

University of Waikato

Semester abroad

Relevant Courses: Physically-Based Animation, Advanced Topics in Computer Graphics and Animation, Visual Communication, 3D Modeling, Computer Animation, Game Design (Unity), Product Design

Philadelphia, PA

December 2012

University Park, PA

December 2007

Hamilton, New Zealand

July – November 2007

WORK EXPERIENCE

Analytical Graphics, Inc. (AGI)

Production Team – Aerospace Engineer / Senior Technical Marketing Engineer

- Craft coherent marketing content based on technical information
- Supply technical images and videos to support high level meetings (from Military and Congressional briefings to partner demonstrations and enterprise-level corporate meetings)
- Project lead for technical marketing multimedia content for ComSpOC initiative, coordinating a multi-disciplinary team that includes engineers, graphic designers, and marketing specialists
- Support graphics-related software development (projects include adding physically-based view transitions and simulating camera shake for a web-based 3D visualization tool called Cesium)
- Create technical animations depicting current aerospace-related events (N. Korean launch, Hudson river crash, Cosmos-Iridium Collision), many of which have aired on major news networks (CNN, FOX, MSNBC, etc)
- Develop technical simulations in Systems Tool kit (STK) necessary for creating images and video for marketing materials
- Manage corporate messaging to levels that speak to engineers

Applications Support Engineer

- Answered customer questions regarding AGI software
- Supported sales and marketing efforts with technically accurate analytical simulations and videos

July 2008 – present

Jan. 2008 – July 2008

TALKS, PROJECTS, & AWARDS

SIGGRAPH “Dailies!” presenter, selected for five conferences

- 2014: Animation comparing active vs. inactive space objects/debris
- 2013: Animation comparing a meteor reentry with Asteroid 2012 DA14
- 2012: Animation depicting satellite reentries
- 2011: Animation of ‘zombie’ satellite drifting through geosynchronous orbit
- 2010: Animations depicting Hudson River crash and Cosmos/Iridium satellite collision

Oculus Rift Unity projects

- **vrTANKS** (Featured on PCmag.com and share.oculusvr.com)
A virtual reality tank simulation game
- **vrDRUMS - Third Place Winner - Intel Perceptual Computing Challenge**
A virtual drum set concept that combines the VR capabilities of the Rift with Intel’s depth-sensing, gesture-recognition camera.

Telly Award Winner

Recognized for technical animations (both online and broadcast television)

PROFICIENCIES

Unity, C++, C#, Javascript, HTML, Adobe Creative Suite (Photoshop, Premiere, Illustrator, and InDesign), Autodesk Maya, MEL scripting, Lightwave, Microsoft Office, Matlab, Certified in Systems Tool Kit (STK)