



Brett Huggins

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Experience

Lead Animator / LMS Administrator at Ignitor Labs

June 2013 - June 2015

Lead Animator Responsibilities:

- Managed project timelines and assigned tasks to improve my team's efficiency
- Reviewed and assigned revisions to maintain design quality and standards
- Worked with clients for final reviews and revisions in preparation for product launch
- Designed workflow structures for new projects and to take advantage of new tools available
- Researched best tools and workflows to use when converting from Flash animation to HTML5
- Communicated with Instructional Design, 3D, and Programming teams to ensure optimum integration between departments
- Designed assets and created animations for current and upcoming projects
- Edited video trailers to be uploaded and streamed on course description pages

LMS Administrator Responsibilities:

- Packaged completed courses into SCORM packages and uploaded to the Ignitor Labs LMS
- Created course description pages and attached SCORM content
- Updated and maintained course catalogs
- Managed user groups and permissions
- Assisted users in accessing and using the learning platform

Other Duties Performed:

- Updated brand assets and standards when TrainingU24/7 converted to the Ignitor Labs brand
- Communicated with LMS provider to convert domains to match the new brand identity
- Contacted and assisted any clients with remote connections to update
- Attended new product development meetings
- Designed banners and print materials to be used at expos and conventions

Flash Designer at Ignitor Labs (Previously TrainingU24/7)

November 2011 - June 2013

Animator Responsibilities:

- Interpreted storyboards and scripts to design assets and animations for instructional training courses

Other Duties Performed:

- Designed banners and print materials to be used at expos and conventions

Impress Associate at OfficeMax

May 2010 - March 2012

- Designed and cleaned up customer designs for off site vinyl printing, and other products
- Produced customer orders involving various sized prints, folding, and finishing in house
- Reworked filing system for customer orders to improve in store efficiency

Representative Projects

Turbochef: Encore Rapid Cook Ovens

Team Composition - 4 Animators, 2 Programmers, 1 3D Designer

Online interactive training course created for Subway covering maintenance and repair of the Turbochef Encore line of Rapid Cook Ovens. I managed the production schedule and assigned production tasks, as well as creating assets for both the course and reference material, and I created animations for some of the lessons in the course.

Course is made up of an HTML5 based interactive module, mobile ready interactive reference material, and a 3D unit viewer. Course was created using Adobe Edge Animate, the reference material was created in Adobe Muse, and the 3D viewer was created using Blend4Web.

TurboChef: Technologies Foundations

Team Composition - 4 Animators, 2 Programmers, 1 3D Designer

Online interactive training course covering the technologies used in Turbochef's Rapid Cook Oven lines. I managed the production schedule and assigned production tasks, as well as creating assets, animations for some of the lessons, and packaged and uploaded course to LMS.

Course is broken into four lessons covering the history and science behind microwaves for cooking, impingement and infrared cooking, the Turbochef controller user interface, and general maintenance. Total run-time aprox. 5.5 hours, created in Flash using assets created in Photoshop, Illustrator, and 3DS Max.

AiCC: Corrugated Basics

Team Composition - 2 Animators, 2 Programmers, 1 3D Designer

Online interactive training course covering the history of corrugation, it's uses, and the manufacturing process. I managed the production schedule and assigned production tasks, as well as creating assets, animations for some of the lessons, and packaged and uploaded course to LMS.

Course is broken into three sections with a total run-time of aprox. 3 hours, created in Flash using assets created in Photoshop, Illustrator, and 3DS Max.

CFESA: Hot Side Interactive Training Course

Team Composition - 6 Animators, 1 Programmers, 1 3D Designer

Interactive online training course that teaches technicians the fundamental theories and principles of electricity, gas, and steam, primarily as they relate to commercial food equipment. I created assets and animated content for several of the lessons.

Total run-time of aprox. 10 hours, created in Flash using assets created in Photoshop, Illustrator, and 3DS Max.

Red Robin: Tablet Based Employee Training

Team Composition - 5 Animators, 1 Programmers, 1 3D Designer

New employee training created to be used as an iOS tablet app. Teaches new employees how to read order tickets, mix beverages, build sandwiches and appetizers, and interact with guests. I worked on image editing, background creation, and character animation.

Created in Flash, using assets created in Photoshop, Illustrator, and 3DS Max.

Skills

Photoshop



Illustrator



Flash



Edge Animate



Edge Reflow



Muse



Premier



After Effects



Captivate



MS Word



MS Excel



Google Drive



Google Docs



Google Sheets



HTML5



CSS3

