

Ben Munkres

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295 NW Firway Ln, Bremerton, Washington 98311

3D Industrial Animation, CAD Support, Training Development

Development of innovative approaches to business case issues focused at describing complicated information utilizing 3d, and animation with a focus on solutions that exceed expectation. A well respected advocate for results-oriented, driven business case solutions with a successful record of accomplishments in CAD/MCAD, training, simulation, and visualization.

Software Experience

Sales Support and Development Consultant
NGRAIN Corporation (US), Bremerton, WA

2007 - 2008

- ◆ Developed and delivered sales demonstrations based on client side software, utilizing existing and created 3D assets.
- ◆ Led the creation of a successful training program for a manufacturing line from beginning of engineering cycle to end customer training.
- ◆ Created an innovative flexible enterprise application user interface for all stages of manufacturing and maintenance.

Content Development/Business Development Analyst
Computer Human Interaction, LLC., Tukwila, WA

2006 – 2007

- ◆ Supported the development of an innovative enterprise software product for use in spatial planning. Created 3D assets for use in the end product.

Senior Application Engineer
Right Hemisphere, INC., Fremont, CA

2005 –2006

- ◆ Created project development for solution integration concept models for large manufacturing and maintenance support. Converted 3D solid CAD data for use in the end solution.
- ◆ Facilitated a team of professional developers to create custom solutions demonstrations for integration on an enterprise level.
- ◆ Created and deployed training for 3d desktop applications as well as integration training for 3d server based product offerings.

Training Experience

Industrial Commercial Graphic Artist I Raytheon Company, Keyport, WA

2004 – 2005

- ◆ Created innovative approaches for 3d training and simulation within rapid deployment requirements. Developed solutions to replace hard trainers.

Learning Materials Certification (contractor) Autodesk Media and Entertainment

2003 – 2006

- ◆ Acted as the sole process point for all of learning materials reviews done for the entire desktop product division of Media and Entertainment.
- ◆ Created the evaluation process by which training is still evaluated and certified by Autodesk.

Training Center Manager / Lead Instructor Puget Sound Center, Bothell, WA

2002 – 2004

- ◆ Successfully deployed training in a major manufacturing environment for fielding a better equipped workforce.
- ◆ Integration included workforce buy-in as well as integration with CAD, and digital prototyping environments.

Managing Director Oregon3D, Inc., Portland, OR

1999 – 2002

- ◆ Created and deployed a high-level visualization center with a large scale display, and hardware for the use of industry for digital prototyping, as well as medical applications.
- ◆ Supervised, and managed all employees in the creation of a high-level training program for the training of visualization, effects, and animation.

EDUCATION

DTS (Discreet Training Specialist) Certified, 3ds Max, Combustion	04/2003
ATS (Autodesk Training Specialist) Certified, 3ds Max, Combustion, Toxik	04/2005
Maya Certified	2000
Architecture, University of Oklahoma, Norman, OK,	1996
Lane Community College, Eugene, OR,	1993-1995

MILITARY

Turboprop Engine Mechanic, United States Air Force

1989 – 1992

Honorable Discharge

References and work samples available upon request