

# Neil Zehr

neil@neilzehr.com

<http://neilzehr.com> (Online Portfolio)

## **Education**

Huntington University  
B.S. Digital Media Arts: Animation  
May 2008

## **Employment History**

- July 2012 – present: Virtual and Hybrid Worlds Production Specialist at the Institute for Digital Intermedia Arts (IDIA) at Ball State University in Muncie, IN
- September 2008 – July 2012: Virtual Worlds 3D modeler/ animator at the Institute for Digital Intermedia Arts (IDIA) at Ball State University in Muncie, IN

## **Digital Media Software Skills**

- Autodesk Maya – modeling, texturing, lighting, and animation
- Adobe Creative Suite
- Unity3D
- Terragen – landscape generation

## **Awards/Honors**

- Several short films honored at Huntington University's Media Showcase
- Member of Lambda Pi Eta 2006/2007 – Communication Honors Society

## **Animation / Interactive Experience**

- 2024 : Interactive simulation of Pumapunku in Bolivia for History Channel
- 2021-2024 : Interactive CAVE experience for IU Museum of Archaeology and Anthropology
- 2019-2021 : Interactive simulations and rendered animations of the moon and historic and potential future moon bases
- 2020 – 2024 : Interactive augmented reality app for Mesa Verde National Park
- 2020 – 2023 : Interactive virtual classroom simulation for Indiana University
- 2019 – 2022 : Interactive museum exhibit of Ohio Native American mounds for the Ohio History Connection
- 2017-2021 : Interactive augmented reality app for the Center of the West museum
- 2016 : High resolution 3D animations for Ball State's Halloween planetarium show
- 2016 : Virtual Reality and Augmented Reality museum demos
- 2015 : 3D animations for History Channel's The Universe, Roman Engineering
- 2014 : 3D animations for History Channel's The Universe, Stonehenge episode

- 2014 : Stonehenge celestial tracking simulation
- 2008, 2013-2017 : Nursing simulations for virtual interviews and instructional scenarios
- 2013-2015 : Simulation of Meridian of Augustus solar tracker
- 2013-2016 : Augmented reality iPad app of Mounds State Park in Anderson, IN
- 2012-2013 : Multiplayer simulation of Hadrian's Villa in Italy
- 2011: Multiplayer simulation of Broad Art Museum at MSU
- 2009-2014: Virtual world development in Blue Mars (based on Cryengine)