

Lars V. Larson

Critical thinker and problem solver. Seeks constant improvement. Successfully managed virtual reality exhibit from ideation to acceptance of proof-of-concept for the Indiana State Museum. Experienced in building teams to solve complex problems. Concerned with examining business processes and developing solutions to maximize efficiency. Easily adapts to new technologies and work environments, and a quick study.

CORE COMPETENCIES

Technical Illustration
3D Data Visualization
Archaeological Reconstruction

Research
Media Production
CAD/Mechanical Design

Accident Reconstruction Graphics
Process/Workflow Design
Filipino Language and Culture

PROFESSIONAL EXPERIENCE

- Creation of annual reports, logos, decals, technical illustrations, brochures, 3D animations, interactive displays, and graphics to support various corporate needs in print and web.
- Researches methods of digital preservation of archaeological artifacts.
- Employed survey equipment, video, photography, and multimedia software platforms in accident reconstruction cases to produce 3D animations, interactive, and illustrations for attorney evidence exhibits.
- Saved money and time by simplifying decal production process, which eliminated Q.C. write-ups and improved designs.
- Candidate's research and drawings contributed to an unexpectedly successful seven-figure settlement.
- Researched, developed, and designed Virtual Reality program of an ancient Native American mound village.
- Created relationships with vendors and clients, and sourced components and materials.
- Over 10 years in mechanical design and drafting, creating 3D components, assemblies, drawings, & technical and marketing illustrations.

WORK HISTORY

Research Associate – Glenn Black Archaeology Lab, IU Bloomington, IN	06/2016 - present
Project Manager – Angel Mounds Virtual Reality Project, Avon, IN	01/2013 - present
Founder and Co-Owner – Creative Media Arts, Inc., Indianapolis, IN	10/2005 - 12/2014
Mechanical Designer – Akoya, Inc., Indianapolis, IN (a one-project contract)	03/2013 - 07/2013
Designer – Carrier Corporation, Indianapolis, IN	07/2011 - 12/2012
Graphics Specialist & Research Analyst – Injury & Crash Analysis, Indianapolis, IN	10/2009 - 06/2011
Pro/ENGINEER Designer – Thermal Structures, Inc., Indianapolis, IN	01/2008 - 10/2009
Product Designer – Stewart Warner South Wind Corp., Indianapolis, IN	02/2005 - 08/2007
Drafting Technician – Glas-Craft, Inc., Indianapolis, IN	09/1999 - 02/2005

EDUCATION

Master of Science - Media Arts & Science • Indiana University	August 2014
Bachelor of General Studies - Spanish minor • Indiana University	May 2002
Associate of Science - Technical Graphics • Purdue University	May 1999

TECHNICAL SKILLS

Adobe Illustrator, Photoshop, Autodesk Maya, Unity 3D, Adobe After Effects, Go!Scan 3D scanner, photography, Total Station survey machine, HTML, CSS, Pro/ENGINEER CAD software, Geometric Dimensioning and Tolerancing, private pilot certificate. Can read, write and speak intermediate Spanish, fluent in Filipino culture.

ACTIVITIES AND AWARDS

- Eagle Scout
- CHAMP award - Carrier Corporation
- private pilot license
- On My Honor - adult award, Boy Scouts of America
- Bravo Zulu award - FedEx Corporation
- Volunteer Representative - Philippines Quezon City Mission, Church of Jesus Christ of Latter-Day Saints