

# CECIL L. COLVIN

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## AR/VR ENGINEERING AND TRAINING LEADER

Augmented Reality and Virtual Reality SME who is actively changing the face of technology by integrating engineering, art, and animation to redefine the way people learn and experience untenable situations. Strong attention to detail and able to develop new tools, extend existing functions, implement interactions under specific technical and artistic requirements, and integrate assets. Digital art background that combines great technical and engineering skills with creativity and aesthetic sensibilities that stand out. Experienced video editor, animated graphics designer with the ability to identify best solutions and techniques for conveying complex information through thoughtful storytelling. Empowers people to perform at their best by combining real-world experience with cutting-edge technology. Proven ability to work with a team to deliver high-quality systems and training in a fast-paced, dynamic, deadline-oriented environment.

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### CORE COMPETENCIES

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|----------------------------------|-------------------------|----------------------|-------------------------------------|
| ✓ Strategic Planning & Execution | ✓ Instructional Design  | ✓ Project Management | ✓ Systems Engineering               |
| ✓ Organizational Development     | ✓ Compliance & Risk     | ✓ Budget Management  | ✓ Animation, Virtual Reality, Video |
| ✓ Training Facilitation          | ✓ Coaching & Mentorship | ✓ Needs Assessments  | ✓ Curriculum Development            |
|                                  | ✓ Vendor Management     | ✓ Team Leadership    |                                     |

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### CAREER PROGRESSION

**NORTHROP GRUMMAN / ORBITAL ATK / ATK, Plymouth, MN**

**SYSTEMS ENGINEER, CORPORATE TRAINER / ANIMATION, VIDEO EDITOR & VIRTUAL REALITY**

**2014 - Present**

Work across a diverse range of areas such as process animations, video editing, audio, and mixed reality to create new training initiatives and play a key role in leveraging technology for creative endeavors. Proactively provide end-to-end immersive training solutions by implementing tools and driving the development of both graphics-specific and general engineering systems. Design, author, maintain, and document robust systems and training programs that meet all design, technical, and schedule requirements. Conceive, develop and maintain visual media requirements for high-definition computer graphics and simulation. Expand and enhance program/project requirements through rendering of animation, video, and virtual reality imagery.

- Designed and implemented comprehensive 6-week training program to allow students to simulate working in an extremely hazardous environment.
- Introduced the idea of utilizing advanced animations to facilitate learning and customer buy-in to complex concepts.
- Subject Matter Expert in the creation of the location's first computer visualization lab which led to the first Virtual Reality and Augmented Reality concepts for customer viewing.
- Spearheaded initial creations that helped to solidify a \$20M contract award.
- Created a VR experience where physical objects were mapped/merged into virtual space, allowing users to interact with objects in both worlds.

**SYSTEMS ENGINEER, CORPORATE TRAINER / ANIMATION, VIDEO EDITOR & VIRTUAL REALITY**

Supported overseas client by developing an immersive training application, including training methods and materials such as curriculum, lectures, and training aids based on technical specifications and customer needs. Documented system configurations, analyzed the operational effectiveness of architectures in supporting training needs, and established close relationship with clients to build consensus. Developed 3D assets, animations, UI elements that replicated field environments and building applications.

- Taught client to create assets in a controlled environment during a 6-week intensive training program designed from ideation to deployment.
- Conveyed data visually for comprehension and engagement with clients with limited knowledge of English.
- Supported clients with travel scheduling, lodging recommendations, and weekly outings and social activities.
- Delivered safety training by innovating scenarios and site visits that emphasized curriculum topics.
- Provided value-added relationship-building by learning the client culture, coaching and mentoring clients, and engaging in culturally appropriate activities.

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### ANIMATION, VIDEO EDITOR & VIRTUAL REALITY

Developed next-generation technologies to drive how users connect, explore, and interact with information and situations. Managed individual projects priorities, deadlines, and deliverables in design, development, testing, deployment, maintenance, and visual solution enhancements.

- Served as subject matter expert of Division's Visualization Lab.
- Developed virtual reality (VR) experience which allowed customers to review over 60K data points at one time, in a logical and relevant manner.
- Created a VR experience to walk customers through a situation that wouldn't be humanly possible to view in real life.
- Served as Production Lead: video editor, creating storyboards, gathering assets, and compiling into a polished message.

ECOLAB, INC., Eagan, MN

2001 - 2014

QUALITY COORDINATOR, ENGINEERING (2009 - 2014)

SUPERVISOR, TECHNICAL SERVICES (2005 - 2009)

TECHNICIAN, TECHNICAL SERVICES (2003 - 2005)

ROUTE MANAGER (2001 - 2003)

Collected data, and developed and conducted regular audits of data to use and train others on the use of root cause analysis tools. Supported field technicians' equipment downtime needs with planning, install, or troubleshoot company equipment. Worked "hands-on" in problem solving performing loss analysis. Identified losses and implemented changes to improve products and reduce costs. Managed direct reports who researched, designed, evaluated, installed, operated, and maintained mechanical products, equipment, systems, and processes to meet customer requirements.

- Completed statistical research and provide an overview of the North American quality program to senior management and distributed information about machine quality into the Engineering and Manufacturing Groups.
- Mined more than 9,000 data points in machine quality, and analyzed and documented areas for improvement.
- Served as leader of several large projects including a Product Action Team, which was responsible for containing and rectifying consumer concerns affecting up to millions of dollars in sales.
- Trained as a Six Sigma Green Belt and experienced in Kaizen and Lean Manufacturing practices.
- Coached, mentored, and supervised North American team responsible for answering questions of a technical nature.
- Created the most watched YouTube video for its topic: <https://www.youtube.com/watch?v=q6nP1FjxAMU>.
- Gathered and analyzed over two years' worth of data to develop and introduce Ecolab's first Electrical "Certification Training" program for the purpose of providing all North American employees with the necessary knowledge for advanced electrical troubleshooting. The training reduced calls to Technical Service by 60% within targeted areas.
- Issue resolutions included electrical problems in analog and digital circuitry, chemistry (using acids, bases, surfactants, and sequestrates), water composition (filtration, softening and conditioning), legal or regulatory concerns (backflow prevention, health code violations, product efficacy, CDC interpretations), and product selection and application.

*Previous service in the US Army.*

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### TECHNOLOGIES

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Adobe Creative Suite (Photoshop, Premiere Pro, After Effects, Media Encoder), Blender, Unity3D, Microsoft Office Suite (Word, Excel, PowerPoint, Outlook, MS Project), Windows (all OS including 7 and 10), SharePoint, Sketch-up, Minitab, Movie Edit Pro, Power Director, Virtual Reality using HTC Vive and Steam VR, plus Vuforia (A/R plugin for Unity), Oculus Rift, and various special effects plugins like Tsunami and Video Co-Pilot for After Effects.

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### EDUCATION AND CERTIFICATIONS

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**Master of Arts Candidate**, Media Psychology, Fielding Graduate University, Santa Barbara, CA

**Bachelor of Science, Industrial Technology**, St. Mary's University of Minnesota, Winona, MN

**Associate of Science, Individualized Studies**, Inver Hills Community College, Inver Hills, MN

Certification in Computer Animation, St. Paul Community College, St. Paul, MN

#### Professional Development:

Various online courses related to photo-realistic rendering in Unity and Blender; ongoing self-study of C# programming; Six Sigma Green Belt, Minitab (Statistics), Six Sigma Yellow Belt, Using Minitab for Data Analysis and Graphics, Basic Data Analysis and Graphs, Measurement System Analysis, Leadership Foundations Series

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### Awards and Recognition:

MENSA, Phi Theta Kappa, Ecolab Circle of Excellence Nominee (several nominations), National Dean's List for Academic Achievement, US Army Good Conduct Medal (twice awarded), US Army Achievement Medal, Expert Marksmanship Medal (M16, M60, Grenade) Kiwanis' National Good Citizenship Award (twice awarded), Eagle Scout