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## PROFILE (2007)

Successfully Self-employed for the past 16 years in television broadcast production, post-production and multi-media design. As a post-production supervisor, I've edited and managed hundreds of projects: from music video to broadcast episodics. Graphic design, motion graphics, and compositing, have also been an integral part of my overall, post-production experiences. I consider myself an excellent problem solver and a builder of ideas.

My most recent contract work has been with Electronic Arts Black Box (EAX), creating 2D elements in 3D space (i.e. motion graphics) for compositing and editing of in-game cinematics and front-end development for Need for Speed™ Most Wanted and newly released, Need for Speed™ Carbon.

## PRODUCTION SUMMARY

- Career started in 1990 with one year practicum at Shaw Cable Studio 11 in Kelowna, BC
- ENG cameraman for Music '91 and various other broadcast projects
- Designed and set-up HD NLE suites and asset-gathering pipelines for several clients including EAX
- Produced, directed and edited a variety of music videos which aired on Much Music and MTV
- News editor at CBC for both English and French news departments
- Produced and edited videos for several Fortune 500 corporations
- Recipient of the Summit Award for best corporate video, Placer Dome Latin America
- Produced and edited commercials for broadcast and web distribution
- Created 3D and 2D Animations and motion graphics for episodic PBS television series
- Edited over 200 episodes for PBS television broadcast nationwide
- Produced and deployed several web sites for corporate clients
- Production Manager for multi-million dollar independent motion picture
- Part of the team that received a nomination for Best In-Game Cinematics, 2006 VES Awards, for NFS MW
- Returning contract editor/motion graphics artist at EAX for various departments/workgroups since 2005
- Instructor at VanArts – Vancouver Institute of Media Arts

## SKILL SETS

- Avid Media Composer and Avid Adrenaline HD – Editing/Compositing
- Adobe Photoshop/Illustrator – Asset Creation
- Adobe After-FX/Premiere – Motion Graphics, Advanced Compositing and Rotoscoping
- Cinema 4D – 3D animation, 3D Modeling
- 3d Studio Max – 3D animation
- Dreamweaver – Web Site Assembly
- Various DVD authoring applications
- Various Compression applications for various media delivery
- EA In-Game Camera Editor (ICE)
- Fluency in both English and French

## REFERENCES

Nick Tay	Art Director	EAC 604.456.3900
Roger Lee	Art Director	EAX 604.456.4585
Charles Deenen	Senior Audio Director	EAX 604.456.4637
Mataio Gardi	FMV Producer	EAX 604.456.3535

## PAST CLIENTS

VISA, BC Tel, Placer Dome, London Drugs, SSVP, Industrial Light and Magic, Kitchen Aid, Finale Editworks, PBS, Fluevog, SNC Lavalin, City of Vancouver, Barry Pepper, Amanda Marshall, Barney Bentall, Jann Arden, CBC, Pepsi, Orca Bay, Dinotown, Mustang Survival, Sherlock Holmes: The Hounds Of London, Tele-av, Weber, Greedy Productions, Avid, Maxon, Tele Visa, Metro Café, Radical Entertainment, EAX, among others.

MOST RECENT WORK AVAILABLE UPON REQUEST