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Experience

Life Story Network

May 2003 - Present

- Developed an in-house tool to streamline production from creation to completion.
 - A Windows desktop app written to interpret text scripts to execute generalized functions (copy, delete, move, rename, directory listing, shell commands, file modification, etc.) and other more production specific functions defined within the app.
 - While each desktop app was installed locally, the scripts were located remotely which provided an easily modifiable system of automation commands and logic with hash-based file integrity checking for a layer of security to prevent tampering.
 - The desktop app communicated with an API which provided production work data. This data was then parsed and displayed in an interactive spreadsheet-like interface with views tailored to specific departments. The app also sent API commands to update the database as production items were assigned, completed, and other status changes.
 - Communicated with other apps used in production (Adobe) to perform actions and/or exports through shell commands and/or run-time generated ExtendScript files.
- Developed other in-house tools and prototypes using Javascript, React, Python and C++.
 - A command line tool written in C++ to:
 - Scan a directory tree and return the file and folder structure.
 - Copy all files and folders from a path to a destination, optionally copying only files and / or folders that match a RegEx while updating the command-line output with the progress.
 - List all files in a path with their hash.
 - Generate JSON for all output providing easy parsing in the calling app.
 - A Windows app written in C# to aid in positioning (translating, rotating, scaling) photos in a layout or multiple layouts, optionally adding border and corner decorations. The app will then export the placed photo or photo layout to their specific placeholder images, later to be used as textures in a 3D rendered scene.
- Video editor - creating Life Story Digital Films for funerals.
 - Editing a Lifestory(R) for length.
 - Arranging photos to go along with the Lifestory as much as possible in the editors timeline.
 - Adding stock music tracks and stock video or animation as needed then exporting final

product for upload.

- Shot video and created 3D animated stock footage for backgrounds and b-roll in videos.
- Product photography (folders, cards, books, DVDs) using various lighting setups (soft-boxes, gels, diffusers).
- Shot and edited groups of people in staged scenes for use in product marketing.

Ignertia

2008 - Present

- Architectural 3D modeling and rendering from blueprints.
- Google Trusted Photographer shooting panoramas of local businesses. *(No longer active)*
- Architectural photography and 360 panorama creation.
- Shot and edited interviews for local businesses.
- Developed server scripts & functions in Google App Script for monumark.com.

Belt of Truth Ministries (freelance)

Aug. 2013 - Present

- *See 11th Hour Dispatch for experience.*

11th Hour Dispatch (freelance)

Oct. 2015 - Present

- Maintained CMS websites for Belt of Truth Ministries and 11th Hour Dispatch. Utilizing CSS injection and code blocks for additional functionality. e.g. multi-page Smartphone addiction questionnaire with results.
- Designed and managed newsletters using an online newsletter service.
- Edited 1hr+ long seminars:
 - If necessary, created and inserted slides.
 - Created motion graphics including intro, outro / credits, and lower thirds.
 - Created DVD menus and built DVD masters to be sent to the duplicator.
- Created promotional brochures, posters and animations.
- Edited spoken-word audio and musical tracks.

Education

Associates in Interdisciplinary Multimedia Art

Kellogg Community College

Battle Creek, MI

2000 - 2003

Photography - 2D Design - Typography - Drawing - Short film

Software Knowledge

Adobe After Effects / Premiere / Photoshop, Affinity Photo / Design / Publisher, MAGIX Vegas Pro / DVD Architect, PluralEyes (AV syncing tool), HitFilm Pro (Motion graphics), LightWave 3D (3D modeling, animating and rendering), 3D-Coat (3D sculpting & texturing), Reaper (Audio editing), Anime Studio Pro (2D animation).

JavaScript (Google App Script, Adobe ExtendScript, NW.js, Node.js, Handlebars), HTML, CSS, Coda, C / C++ / C#, Python, GitLab server / Git version control, Emacs, Vagrant.

Windows and Linux operating systems.

Hardware Experience

Canon DSLR Cameras, DJI Osmo Action Camera, Lighting (soft-box, gels, diffusers, white and green screen), Camera sliders & jibs.

Audio equipment (multi-track recorders, shotguns, dead cats, lapel setup).

Additional skills / hobbies

Improving knowledge of web development & design with JavaScript, Python & Flask along with database and server technologies (MongoDB & Apache).

Learning Assembly Language to increase my knowledge of low level computer architecture.

Electronics projects involving designing and building circuits and programming microcontrollers.

Video editing and Motion Graphics for various personal projects.

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