

CV / Skillset

GCSE / A-Level / BSc Media Technology / Commercial experience in:
Web Design / Graphic Design / Marketing & Advertising / Video Editing &
Production / Audio & Radio Production / Digital Photography
*CRB Checked to work with children

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Video / Photography

Editing, Production and Post – production experience, academically / commercially and working as a freelance designer. Photographer for 5+ years.

- Animation & Compositing
- Rotoscoping / Matting & Key usage
- Chroma Key usage / limitations / benefits – (Green / Blue screen)
- CGI and Effects – usages / limitations / benefits
- Audio usage in video production
- Compression methods – Offline and Online (inc Metadata / Container usage etc)
- Video formats / TV systems – history / usage
- Data rates / Encoding methods – SD / HD including formats and delivery methods
- DVD production – Interactive elements, web based materials
- Lighting experience – key / fill lights, backdrops, colour temp. choices, rigging / gels / gobos in a theatrical / studio environment (both photo / video)
- Experience with tripods / dollies / tracking in studio environments
- NLE applications – Adobe Premier Pro / After Effects / Adobe Encore / Final Cut Pro
- Digital SLR Photography format - RAW / JPEG - technical advantages / limitations / HDR photography / Advanced commercial experience of Photoshop Post Processing
- Advanced understanding of Shutter Speed, ISO, Aperture, Depth of Field, CCD's, Lens types, Metering, Flash units

Audio

Radio and broadcasting experience in studio environments, recording experience in single and multi-track environments.

- Multi-track recording – instrumental & vocal
- Single edit processing of audio files – effects / editing / sampling / filtering / EQ / compression / dynamic range etc
- Psychoacoustics – Temporal & Frequency Masking – usage and benefits / limitations
- Microphone choosing – dynamic / capacitor / ribbon – uses and benefits inc. frequency response / proximity effect / pickup patterns
- Audio Cabling – limitations and benefits
- Audio usage in the media – compressing audio / preparing audio for different mediums
- Microphone placement – recording techniques – XY / Spaced / Tree – use of Dolby in the industry etc
- Voice over work (Freelance basis) – rules and industry standards – delivery methods / characteristics of recording etc
- Field based recording experience – Solid state recorders / windshield / pop shields & microphone usage + handling
- Radio desks / mixing desks – balanced inputs and cabling for specific purposes
- NLE applications – Adobe Audition / Pro Tools / Cubase / Sonar

Graphic Design / Imaging

Commercial experience in multiple design studios, academic usage during university and practical experience outside of work as a freelance graphic designer (+4 years)

- History of print process
- Stereoscopic imaging and Lenticular process and production – Anaglyph images
- Understanding of concept – design – production lifecycle
- Understanding of limitations and technical specifications for print
- Dot pitches and benefits – dpi / lpi / ppi
- Colour swatch rules and colour matching in document design
- Resolutions and measurements when working with DTP applications
- Understanding of Layers / Masks / Filters and effects / Colour spaces and benefits limitations for different mediums
- Understanding of the 4-colour & digital print process (off-set lithography)
- Exporting images / documents for particular mediums – Web / Print / Screen
- Handling industry known file formats and their limitations benefits – (Lossy / Lossless compression)
- Working with Vector & Raster images – benefits / limitations – production of each
- Image interpolation techniques and their advantages / limitations
- Applications – Adobe Photoshop / Adobe Illustrator / Adobe InDesign / Adobe Acrobat Professional / Corel Paint Shop Pro / Quark Express

Web Design / Production

Experience of Web Design academically through university, commercially within studio environments and working as a freelance designer.

- Web standards (GUI / accessibility etc) and de-jure standards – ie, WC3 standards including CSS
- Understanding of HTML / DHTML / XHTML / JavaScript / ActionScript / CGI / PHP / CSS – uses and benefits
- Colour rules and swatch methods in web based environments
- Preparation of images and content for web – compression methods / safe colours / data streaming
- Construction of media rich environments – cross collaboration of video / audio / imagery within Flash environments to provide interactivity for example
- External loading / behaviours / sprites / containers – uses and benefits.
- Web limitations and benefits – buffering / security protocols / resolution limitations
- Hosting / FTP access / domain usage and requirements – legal restrictions / geographical limitations etc
- Applications - SwishMax / Flash / Dreamweaver / Flash Video encoder / Swish Studio