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# Spencer Reynolds

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- Summary
- Digital Media Content Creator and Enthusiast
  - Experienced Pipeline Supervisor
  - Advanced Hardware Expertise
  - Proven Scripting Skills

Experience **Motion Capture Technician : Dec. 2005 – Present**

*Industrial Light & Magic : San Francisco, CA : ([www.ilm.com](http://www.ilm.com))*

- Aid in set-up and operation of equipment and software for motion capture recording sessions, consisting of optical technologies as well as the operation of video and audio equipment.
- Processes motion capture data (labeling, cleaning, editing, etc.) during recording sessions and provide subsequent management of data for use in feature and commercial production.
- Work to refine the motion capture pipeline based on individual project needs.

**Research Engineer / Lab Manager : Jan. 2003 – Dec. 2005**

*Graphics, Visualization, and Usability Center : Georgia Institute of Technology, Atlanta, GA : ([www.cc.gatech.edu/gvu](http://www.cc.gatech.edu/gvu))*

- Responsible for delegating and resolving faculty and student requests inherent in a research environment, including hardware, software, facility, and special project needs.
- Lead for motion capture pipeline, data captures, processing, and hardware maintenance.
- Proven editing and content creation on numerous conference video submissions.
- Project experience with streaming video server design, administration, and content creation for QuickTime and Windows Media formats.
- Liaison to College-level Computing and Network Services Department

**Digital Video Special Effects Project Coordinator / Consultant : Fall 2002 - Present**

*Georgia Institute of Technology : College of Computing, Atlanta, GA : ([www.cc.gatech.edu/dvfx](http://www.cc.gatech.edu/dvfx))*

- Critique project proposals and assist in technical direction of all student productions.
- Give tutorials in Maya and Adobe Video Suite covering all aspects of CG creation, video capture/editing/compositing, motion capture, and camera calibration/tracking.
- Involved with grant proposals, purchasing and setup of all hardware, software, and equipment resources utilized in the College of Computing's Digital Media Lab.
- Design and set-up of green screen studio used for student and research projects.
- Management of production equipment including cameras, lights, dolly, and gibs.

**Development Intern : Summer 2004**

*CNN, International Desk : Digital News Gathering Division, Atlanta, GA : ([www.cnn.com](http://www.cnn.com))*

- Developed custom front-end application for international correspondents in AppleScript Studio.

**Design Assistant : Summer 2000**

*Artifact Design, Atlanta, GA : ([www.artifactdesign.com](http://www.artifactdesign.com))*

- Aided professional designers producing custom content with Adobe After Effects, JavaScript, and professional video equipment for clients including Turner Broadcasting and Turner Studios.

Technical Skills

Graphics Apps/Tools: Alias Maya / MotionBuilder, Adobe Video / Creative Suites, Vicon Peak (iQ 2.0), Canopus DVRaptor, TmpGEnc, Dr. Divx, Macromedia Studio MX

Languages / APIs: MEL, Python, Java, JavaScript, AppleScript, C/C++, OpenGL

Development Apps: Visual Studio, Xcode

Operating Systems: Windows, Mac, Unix/Linux

Education

**Bachelor of Science in Computer Engineering, May 2002**

*Georgia Institute of Technology, Atlanta, GA : ([www.gatech.edu](http://www.gatech.edu))*

- Graduated with Honors

Portfolio

Available online at [www.bigspence.com](http://www.bigspence.com) or on CD / VHS by request