

## Todd Stock

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### EXPERTISE

- Solution Engineering for video editing - HD and SD, compressed and uncompressed
- Digital Video hardware including switchers, DVEs, VTRs, projectors, etc.
- Video formats and standards - SMPTE 274M, 296M, 259M, also non-standard formats IMAX to www
- Media Networks – fibre channel, gigabit ethernet + link aggregation, RAID configuration
- Capture / Media Management / Compression - DV, HDV, WMV, H.264, MPEG2, Sorenson, FLV, etc.
- Final Cut Studio Pro, DVD Studio Pro, Motion, LiveType, Compressor, Photoshop, etc, etc.
- Workflow optimization and automation
- Cluster configuration (distributed compression and rendering) for OS X – QMaster
- General Programming - C, shell scripting, Lisp, Prolog
- OpenGL software development (OS X, Windows, Irix) for interactive real-time systems
- System configuration and management for the following platforms:
  - Apple OS X (PowerPC and Intel)
  - Intel Windows XP
  - SGI IRIX
- *Excellent General Troubleshooting Skills*
- *Excellent Communication Skills*

### EXPERIENCE

**2001-2007 Freelance** – Digital Media Consultant, Assistant Editor, Editor, and IT Support

- Tim Fink Events and Media – HD System engineering, troubleshooting, optimization; Assistant Editor for **Cisco** and **Cadence** projects
- Shout Creative – Integrated four FCP stations over trunked gigabit Ethernet; Assistant Editor to three editors for **Sony's** Destination Playstation Event
- DSA Creative – Workflow analysis, system engineering recommendations
- InterviewClips – Troubleshooting, optimization, video capture, edit, compression, etc.
- Miscellaneous IT - mainly focusing on network troubleshooting, system installation, etc.

**1999-2001 Silicon Graphics** - Solutions Engineer for uncompressed HD video on high-end platforms (Onyx2 and Onyx3000). Responsible for system configuration, bandwidth analysis, digital media tools, disk and kernel tuning, network setup, etc. Taught courses on HD video, conducted executive demos, built and manned SGI's Digital Cinema area at NAB. Showcase projects include:

- **IMAX** – Designed, configured and tuned a synchronized dual-stream (3D) uncompressed Digital Cinema playback system (both streams greater than HD resolution).
- **DreamWorks** - Consulted on digital dailies presentation system.
- **Pixar** - Assembled uncompressed frames of a Toy Story 2 trailer into playable HD clip.
- **Guggenheim Museum** - Handled graphics to HD video tape capture for an installation.
- **Paul Allen / Vulcan Group** - Configured and installed an uncompressed Digital Cinema system.
- **Jaleo** - Configured an Onyx3000 for compositing three streams of uncompressed HD in real-time.
- **SGI internal** - Added uncompressed HD capabilities to the Reality Center environment

**1995-1999 Abekas Video Systems** (later **Scitex / Accom**) - Senior Software Engineer on broadcast special effects and switcher equipment, including the DVEous digital video special effects system. Consulted for **ABC**, **Fox**, etc.

**1992-1995 Freelance** – VJ / Video performance artist, graphic designer, video producer and director. Projects included a television commercial, a corporate promotional video, graphic design for product labels and business cards, and directing an educational video series.

## **EDUCATION**

**1999-2001** OpenGL Course at SGI; Tech Conferences: SMPTE, ITS, SIGGRAPH  
**1982-1986** B.A. Computer Science, Cum Laude, The University of Texas at Austin.

## **AWARDS**

**2001** Special recognition at SGI for outstanding performance and dedication  
**1999** POST Award for invention of OrbitalFX control system

## **AFFILIATIONS**

**NAB** National Association of Broadcasters  
**SMPTE** Society of Motion Picture and Television Engineers  
**YLEM** "Artists using Science and Technology"  
**IOTA** Association for Visual Music

**REFERENCES AVAILABLE ON REQUEST**