

Todd S. Stock
1125 Prescott Avenue, Sunnyvale, CA 94089
ToddStevenStock@gmail.com
408/348-0634

EXPERTISE

- Desktop IT - OS Install / Troubleshooting / Networking / AntiVirus / Backup / etc.
- HD/SD Video Equipment & Project setup, Capture, Media Management, Archiving, etc.
- Compression / Encoding – Apple ProRes, HDV, DV, WMV, H.264, Quicktime, Flash, etc.
- Final Cut Studio – Final Cut Pro, DVD Studio Pro, Motion, LiveType, Compressor, Soundtrack
- Adobe Creative Suite – Photoshop, Premiere, familiarity with After Effects, Illustrator, In Design
- Edit suite workflow optimization and automation
- Solution Engineering and Application Programming for video playback and editing - HD/SD
- Digital Video hardware including switchers, DVEs, VTRs, projectors, etc.
- Video formats and standards - SMPTE 274M, 296M, ... + non-standard formats IMAX to www
- Media Networks – fibre channel, gigabit ethernet + link aggregation, RAID configuration
- HTML, streaming video, Dreamweaver, Wiki, some Joomla, some XML, general rich-media
- Microsoft Office – Word, PowerPoint, Accel, Outlook
- Software Development and System configuration and management for the following platforms:
 - Apple OS X (PowerPC and Intel)
 - Intel Windows XP, Vista, Windows 7
 - SGI IRIX (Unix)
- General Programming - C, OpenGL (real-time interactive), shell scripting (Unix), Lisp, Prolog
- *Excellent Troubleshooting Skills*
- *Excellent Communication and Collaboration Skills*
- *Dedicated, Diligent, Motivated, Creative, Experienced*

EXPERIENCE

2006-2010 Consultant – Bay Area Computer Solutions - Senior Tech for small business / home IT. Mac & PC, all aspects.

2007-2008 Contractor – Diseño y Producción Digital (Mexico) Designed and modularized a cross-platform, OpenGL video playback solution in parallel on Mac and PC, then assisted in the port to Linux. The video module expanded a terrain viewer application offered to several Departments of State in the Mexican Government; Misc. video support directly to CEO.

2001-2007 Consultant – Digital Media Consultant for HD/SD Video Post-Production, Assistant Editor, Editor, and IT Support; end Clients included **Cisco, Cadence, Sony...**; Editors and directors supported were world-class (PBS, Olympics, MTV, etc) award-winning professionals.

- **Intel Studio** – Assistant editing, asset management, archiving; built Wiki server w/ video
- **Shout Creative** – Integrated four FCP stations to XRAID over trunked gigabit ethernet
- **Shout Creative** – Assistant Editor to three editors at once for Sony Playstation Event
- **DSA Creative** – Workflow analysis, equipment recommendations
- **TFEM** – Assistant Editor (HD), troubleshooting, optimization, asset management, archiving
- **InterviewClips** – Editing, Assistant Editing, archiving, troubleshooting, optimization

1999-2001 Silicon Graphics - Solutions Engineer (Technical Marketing) for uncompressed High Definition 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. Technical liaison for key partners, showcase projects include:

- **IMAX** – Designed and integrated a synchronized Stereo-3D uncompressed Digital Cinema playback solution. Received special commendation from VP of Advanced Projects at IMAX.
- **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 effects system. Technical liaison for **ABC, Fox**, etc. Invented/implemented innovative new real-time animation system (see Awards section below).

1992-1995 Freelance – 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.

1989-1992 NASA Ames Research Center (via Sterling Software) - Research Programmer on the Artificial Intelligence Laboratory's intelligent scheduling system. Developed an experimental software architecture integrating object-oriented programming with expert system techniques. The core system was used at Kennedy Space Center and earned the NASA Group Achievement Award.

1986-1989 Lockheed Artificial Intelligence Center - Technical Project Manager for a team developing an expert system diagnosis tool. Produced deliverables on time and exceeding expectations. Received special commendation from a key partner.

INTERESTS

1991-present - Performing locally and internationally as a Live Digital Media Projection Artist. Experience includes video system design, setup, interactive multimedia production, performance, using video sources such as decks, cameras and computers; mixers, special effects systems, projectors, screens, and general event production issues. Designed and programmed a real-time graphics software system with MIDI-driven controllers. Recently performed at **Cisco** Global Sales Meeting as part of a multi-million dollar production for two groups of 7,000 employees, **Stanford** GCC Opening, **Google** Holiday Party for over 4,000 employees...

EDUCATION / COURSES

2007-2008 NAB; Self education of C++ (in progress)

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

1992 NASA Group Achievement Award

AFFILIATIONS

NAB National Association of Broadcasters
SMPTE Society of Motion Picture and Television Engineers
YLEM "Artists using Science and Technology"
MENSA "The International High-IQ Society"

REFERENCES Available on Request