

# CASSIDY PEARSALL

## Media Server Specialist Project Manager

📍 Los Angeles, CA

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## ABOUT ME

With experience working under pressure in broadcast, film, and live events, I aim to be the bridge between creative and technical minds on set. My skills lie in communication and wrangling complex systems based on others artistic visions, as well as breaking these systems down into manageable parts.

I am invested in the positive intersection between art, creators, and new technology; I am passionate about my craft and the people behind it; the inflection between creative and technical solutions is where I want to be.

## PROFESSIONAL EXPERIENCE

### Project Manager/ Media Server Programmer

Current

Freelance availability for Unreal nDisplay, Pixera and disguise media server playback and project management. Experienced media server technician, programmer and workflow specialist. Content management and creation workflow advice, custom documentation for installations.

### Astra Production Group

#### Project Manager/ Virtual Production Programmer

Contract, April 2024 - August 2024

Project management and media server programming/operation on contract basis for Astra Production Group. Residential playback solutions, projection mapped experiential installations, film and episodic media server programming.

### ARRI Inc. System Solutions Group

#### Applications Engineer/ Solutions Architech

November 2021 - April 2024

Technical design, documentation and consultation for large scale playback systems; Unreal Engine playback operation, content optimization and delivery; headed US production testing for new hardware and software products; project management and operation for trade shows, installations and events. Regular interfacing with major production studios and creative clients. Strong vendor relationships: major LED panels/processing brands, media servers, system integrators and more.

### disguise Americas

#### Support/ XR Specialist + Trainer

July 2019 - November 2021

Assisted disguise media server clientele with workflow advice and technical troubleshooting; on set support for large scale theatrical, xR and broadcast production; virtual and in person training; originated technical/best practice guides; onboarded new clients and staff. Key to early development of virtual production training curriculum. Daily interfacing with development and QA teams on practical QA testing and reporting on new features and hardware.

## EDUCATION

Carnegie Mellon University 2019.

BFA in Drama - Media/Projection Design Concentration. University and College Honors.

Recipient of the Digital

Entertainment Group (DEG) 2018

Hedy Lamarr Award for Emerging Innovators

## SKILLS

- Virtual Production Workflows
- Project Management
- Media Server Programming
- Unreal nDisplay Operation
- Unreal Content Optimization
- Playback System Design
- System Troubleshooting
- 2D/3D Content Workflows
- Adobe Suite
- Google Suite
- Microsoft Office
- Atlassian/Jira Issue Tracking

## REFERENCES AVAILABLE BY REQUEST