

CASSIDY ANNE PEARSALL

TECHNICAL DESIGNER/PRODUCER

WWW.CASSIDYPEARSALL.COM

📞 (585) 507-8712

🌐 cassidy-pearsall

✉ cassidy.pearsall@gmail.com

EDUCATION

BFA IN DRAMA

Carnegie Mellon University
Class of 2019 -
College/University Honors

Recipient of the University's
Presidential Scholarship

Recipient of the 2019 West
Coast Drama Alumni Award

Digital Entertainment
Group- 2018 Recipient of the
Hedy Lamarr Award for
Emerging Innovators

SKILLS

Virtual Production Workflows
Camera Tracking
Unreal Engine Optimization
disguise/Pixera Programming
LED Systems
Lighting Integration
System Design/Installation
Technical Documentation
Project Management
Vendor Relationships
End Client Interaction
2D/3D Content Creation
Adobe Suite
Microsoft Office
Google Suite
Atlassian/Jira Issue Tracking
Budgeting/Scheduling
Public Speaking

REFERENCES

Available by request.

PROFILE

In a production environment, I aim to bridge creative and technical minds. With experience working under high pressure in broadcast, film, and live events, my focus is not only perfecting new and existing practices for the next era of artists - but documenting our process for the history books. I am invested in the positive intersection between art, creators, and new technology; I am passionate about my craft and the people behind it; I love putting things together and taking them back apart.

PROFESSIONAL EXPERIENCE

ARRI INC. SYSTEM SOLUTIONS GROUP

SOLUTIONS ARCHITECT | APRIL 2023 - PRESENT

Technical design consultation for large scale playback systems, Unreal Engine optimization and content delivery, project management and operation for installations and events. Regular interfacing with camera, lighting, operations teams, and creative clients. Strong vendor relationships.

APPLICATIONS ENGINEER | NOVEMBER 2021 - APRIL 2023

Advising software development team on live event practices, assessing third party product viability, virtual production integration with ARRI camera and lighting products. Support for ARRI clientele in film and TV.

DISGUISE AMERICAS

SUPPORT/XR SPECIALIST | JULY 2019 - NOVEMBER 2021

Assisted clients with workflow advice; virtual and in person training; originated technical guides/best practice guides; onboarded new clientele and staff. Development of virtual production curriculum.

FRAGMENTNINE PRODUCTIONS

BTS 'SPEAK YOURSELF' TOUR

CONTENT MANAGER | APRIL 2019 - MAY 2019

Managed content workflow and assisted lead designers on launching a large scale world tour through previsualization and opening show.

FITZ & THE TANTRUMS SUMMER 2019 TOUR

CONTENT ANIMATOR | MAY 2019 - JULY 2019

Created animated 2D/3D video content under the direction of principal designers Jackson Gallagher and Jeremy Lechterman.