

## **EMERY C. MARTIN**

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<http://emerymartin.net>

### **EDUCATION**

2006-2008 **New York University**, New York, NY.  
MPS, Interactive Telecommunications Program, Tisch School of the Arts.

2002-2006 **California Institute of the Arts**, Valencia, CA.  
BFA, Experimental Animation, School of Film/Video.

### **EMPLOYMENT**

08/08-Present **Digital Systems Specialist**, California Institute of the Arts, Los Angeles, CA.

- Overseeing computer hardware and software acquisition, implementation, maintenance, and research for all experimental animation facilities.
- Teaching a course on the digital animation production pipeline to undergraduate and graduate experimental animation students.
- Independent study advisor for graduate students in the area of programming, physical computing, and new media.
- Supervising and training student workers.
- Maintaining the CalArts' School of Film/Video website.

02/08-05/08 **Intern**, Turnstone Consulting LLC, New York, NY.

- Research and discovery work for profit and non-profit corporations as well as city projects related to: business, design, technology (esp. mobile) and vehicles.
- Writing briefs to evaluate and recommend courses of action based research, directly to the Creative Director of Turnstone.
- Archiving Turnstone's research and resource library to gather educational ideas (physical/digital) to identify new initiatives, business developments opportunities and generate new strategic direction.
- Collaborate with members of the Constellation partnership (Turnstone Consulting LLC, The Map Office and Potion) with brainstorming, critique, design, and content development.

03/07-04/08 **Innkeeper**, TekServe, New York, NY.

- First tier diagnosis for computer repairs in conjunction with technicians.
- Answering questions and selling Apple products and third party peripherals and software for the Mac platform.

06/07-07/07 **Intern**, California Association of Realtors (CAR), Los Angeles, CA.

- Design and build CAR's Second Life presence.
- 3D modeling and texturing for the CAR building and courtyard.
- Custom scripting for interaction including interactive displays, objects, video streaming and virtual take-aways.
- Scouting and acquisition of land in Second Life.

11/04-8/06 **Mac Specialist**, Apple Store, Pasadena, CA.

- Worked on the sales floor in a retail environment as well as answering questions and troubleshooting customer issues.

- Made presentations demonstrating Apple applications to groups of customers, individual sessions with customers on specialized issues (e.g. Final Cut Pro, DVD Studio Pro).
- Conducted in-house training sessions.
- iPod troubleshooting, basic computer troubleshooting, and repairs at the Genius Bar.

- 9/02-6/06 **Wide Format Supervisor & Lab Administrator**, CalArts, Valencia, CA.
- Oversaw the operation of two wide format printers (HP 800PS 42" & Epson 9800 Pro) and a vinyl cutter (Roland CamJet) for Institute-wide print and vinyl-cutting jobs.
  - Trained and supervised student employees.
  - Maintained and troubleshot all hardware and software.
  - Wrote operational and procedural documentation for current and future technicians.
  - Administered, maintained, and troubleshot a Mac-based digital pre-press & media lab.
  - Installed software and hardware for machines including scanners, film scanners, digital video editing setups, and printers.
  - Routine maintenance of systems.
- 9/05-12/05 **Studio Engineer**, CalArts, Valencia, CA.
- Engineered sound for vocal, instrumental, and ADR recording sessions.
  - Worked in a studio equipped with a DigiDesign ProTools HD suite with a Control 24 Surface.
- 1/03-5/03 **Teaching Assistant**, Director of Program in Experimental Animation, CalArts, Valencia, CA.
- Set up technology, projectors, and computers for visiting artist workshops.
  - Assisted students with video editing and animation.
- 1/00-6/02 **Assistant Studio Engineer**, Lime Lite Music, Los Angeles, CA.
- Assistant studio engineer for a small music company that owned and operated a recording studio to produce demos for musicians and groups.
  - Session setups, patching, hardware maintenance and configuration.
- 1996-current **Freelance**, various locations.
- Videography for the New Museum of Contemporary Art, New York, NY.
  - Composer for stop motion animation and live action shorts.
  - Online Editor using an AJA Kona I/O Standard Definition Final Cut Pro based system for an animated short.
  - Graphic design and web design for small companies and musicians, currently UNET Music & Entertainment.
  - Sound Editor, Assistant Studio Engineer, & Live Sound Engineer for various music groups and recording studios in the Los Angeles area.
  - Final Cut Pro teacher for private individuals.
  - Computer networking for LAUSD (Los Angeles Unified School District) adult division.
  - Wiring networks for businesses and private individuals.
  - Mac Troubleshooting for both commercial businesses and private individuals.

## SOFTWARE SKILLS

Final Cut Pro (DV & Film), Avid Xpress & Media Composer, DVD Studio Pro, Shake, DigiDesign ProTools LE & HD, Maya, Newtek Lightwave, Adobe Photoshop, Adobe Illustrator, Adobe After Effects, Adobe InDesign, Adobe Dreamweaver, Wordpress, TypePad, iLife, Second Life, Arduino, Processing, Eclipse, Xcode, Unix, Mac OS 7.x-10.4.x, Microsoft Windows Server 2000 & XP, Ubuntu 8.

## PROGRAMMING LANGUAGES

Arduino, C, CSS, HTML, JAVA, LSL & MEL.

**SELECTED AWARDS**

2006-2008	NYU Scholarship
2007	34 <sup>th</sup> Student Academy National Finalist in Experimental Category
2007	34 <sup>th</sup> Student Academy Western Regional Finalist in Experimental Category
2007	2 <sup>nd</sup> Place at the 4 <sup>th</sup> Annual Careless Drive-In Film and Video Festival in Abstract Category
2004-2006	CalArts Scholarship
2003-2004	Lew & Eddie Wasserman Scholarship