



CAMERON DAVID

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Certifications & Skills

Software

Unreal Engine
Disguise
Audinate Dante
Mistika VR
Insta360 Wonderstitch
Newtek NDI & Tricaster
Adobe Premiere Pro
Adobe Photoshop
Adobe Media Encoder
Adobe After Effects
Final Cut Studio
Logic Pro
Pro Tools HD
Soundminer
Wavelab
Adobe Audition
Unity

Hardware

RED, Ross, Riedel, Yamaha CL & QL,
Insta360 One & Pro2, DJI Camera
Drones, Sony A7s, FS, FX & Venice,
Digidesign Icon, Blackmagic URSA,
SSL 6K/9K, Neve VR, DM2000, O2R,
M7CL, Canon R5C with Dual Fisheye
Panasonic HPX370, Sounddevices,
Lectrosonics, Shure

Certifications

Pro Tools HD Operator
Logic Pro End User Level 2

Worked With

Meta, Facebook, Oculus,
Instagram, WhatsApp,
Battery Ventures,
Farmers Insurance,
American Express,
Informatica, Genentech,
PG&E, ServiceNow,
Microsoft, Veritas

Education

Ex'pression College for Digital Arts

Emeryville, Ca — 2009
Bachelor of Applied Science
Sound Arts, Valedictorian

Media & Production

Gravity Media @ Meta Video Productions, Menlo Park, Ca

XR Stage Director

2023 – current

Ideate with stakeholders through scripting, storyboarding, and execution for successful productions within the MVP ecosystem. Give real-time talent direction and rehearsal coaching sessions to prepare for high efficiency and time constrained production, ensuring the talent's comfort in a studio environment. Train producers on how to grow into director roles. Partner with Creative and Art Directors to bring their vision to life on stage. Command multiple, simultaneous video production environments with 40+ crew.

Senior XR Producer

2021 – 2023

Lead producer for cutting edge production methods in 360, VR, stereoscopic and multi-modal video formats. Develop custom designed production environments using Quest 2 headset for Meta Horizon Worlds. Propel Meta Video Productions' flagship in-house studio to return its investment on the XR stage within one year. Develop XR studio look books in partnership with Studio Service Owner, Studio Service Delivery Manager and Production Supervisor. Work with engineering teams to develop production methods for efficient XR stage use. Give stage demonstration tours to Meta leadership. Produce internal teach demos for content teams to understand stage capabilities. Learn Disguise Designer, Renderstream, Brompton, and Aotto LED wall XR systems with Stype spatial camera tracking.

Studio Producer

2017 – 2021

Define team standards for use of RED, Sony and Hitachi camera systems. Pioneer cloud control room solutions for remote event production. Worked with vendors and hardware deployment teams to implement fiber storage system in studio. Founding member of Facebook Video Production Drone team. Developed case for video editing and production scalability. Start studio internship program.

Sunol Group Media, Livermore, Ca

Supervising Producer

2015 – 2017

Manage day to day studio operations, scheduling and managing project timelines, communicating project status with clients. Onsite producing of multi-camera video shoots for broadcast streaming, testimonials, interviews, marketing and event videos. Arrange travel for location shoots, plan for all equipment; crew, talent, and location needs based on shoot requirements. Onsite and overnight editing of corporate event videography, building custom sound kit for multichannel location audio recording. Design server folder structure and manage data and file organization.

Audio Engineer

2011 – 2015

Production sound recording and mixing for executive interview style shoots. Audio sweetening and mixing. Audio equipment installation consultations.

John McNeil Studio, Berkeley, Ca

Post-Production & Motion Producer

2015

Project scheduling and timeline estimates, supervising video post-production. Managed animator, compositor, and editor team workloads. Establish and meet ambitious deadlines, brainstorming with Creative Leadership to find solutions to narrative hurdles or budget shortcomings. Work with senior leadership to develop advanced production workflows, prioritize projects between departments, overseeing final video deliveries. Maintain active budget and resource records of projects, design custom VO Booth equipment specifications tailored to JMS workflows; researching and implementing software solutions to complex production roadblocks. Host client review sessions to engage in feedback discussions.

24/7 Inc., Alameda, Ca

Multimedia Producer

2013 – 2015

ISDN and local Voiceover recording and editing. Mobile UI animated demo video production. Telephony voiceover recording and editing.

Soundelux DMG, Hollywood, Ca

Assets Coordinator

2010 – 2011

Produce Soundelux DMG's 2011 MPSE Golden Reel nomination submission DVDs for Epic Mickey, Lost Planet 2, Fable 3, and Final Fantasy 14. Epic Mickey won in the category of "Best Sound Editing Computer Interactive Entertainment". Manage quality assurance including re-editing passes during QC. Oversee timely delivery for an average of 5000 VO deliverables daily. Assist in recording sessions including editing, converting videos, preparation of scripts, and media for clients including Microsoft, Nintendo and Sony.