

Xavier Paradiso (Todd S. Stock)

San Francisco, CA
resume@voxlux.us

EXPERTISE

- * *Superior Troubleshooting Skills, IT, HD Video, General Digital Media*
 - * *Excellent Communication, Teaching and Collaboration Abilities*
 - * *Dedicated ~ Diligent ~ Motivated ~ Creative ~ Experienced*
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- **Desktop IT – Mac & PC**
 - OS Install, Repair / Antivirus / Backup / Data Migration / Data Recovery
 - Cloud storage (iCloud, Dropbox, Mozy, Amazon S3); Hosted Exchange setup
 - Networking: router, firewall config, DNS/Domain/WebHosting setup
 - **Solution Engineering for most aspects of video editing and live media engineering**
 - video production, capture, playback, editing, compression - HD/SD
 - Digital Video hardware including switchers, DVEs, VTRs, projectors, converters, etc.
 - Video formats and standards - SMPTE 274M, 296M + non-standard formats IMAX 3D to iOS
 - Media Networks – fiber channel, gigabit Ethernet + link aggregation, RAID configuration
 - HTML, streaming video, Dreamweaver, Wiki, WordPress, some XML, general rich-media
 - **Edit Suite Setup, Operations, Workflow Optimization and Automation**
 - Final Cut Pro X, Motion, Compressor, DVD Studio Pro, Live Type, Soundtrack
 - HD/SD Video Equipment & Project setup, Capture, Media Management, Archiving
 - Compression / Encoding – Apple ProRes, H.264 / AVCHD, DV, WMV, QuickTime, MKV
 - Adobe Creative Suite – Photoshop, familiarity with Premiere, After Effects, Illustrator, In Design
 - **Software Development - C, OpenGL, shell scripting, Lisp, Prolog. Some C++**
 - Software Development and System configuration on Apple, Windows, SGI

EXPERIENCE

2020-present **Sierra Family Health Center** – IT Director

2015-present **VoxLux, Inc.** - Owner / Sr. IT & Digital Media Consultant

2006-2014 **Bay Area Computer Solutions** - Sr. IT & Digital Media Consultant
~ Technical Consultant for small business / home, executive level IT and Media support. Mac & PC - all aspects. Special focus on both technical and social skills necessary to satisfy demanding professional clients, resulting in numerous positive Yelp reviews.

2007-2008 **Diseño y Producción Digital** (Mexico) - Contractor
~ Built a solution for a cross-platform, FFMpeg-based, OpenGL video playback component based on open-source code. The video module expanded a terrain viewer application and was offered to several Departments of State in the Mexican Government. Misc. video support for CEO.

2001-2007 **Freelance Digital Media Consultant**
~ HD/SD Video Post-Production, Assistant Editor, Editor, and IT Support;

Clients included **Intel, Cisco, Cadence, Sony**; supported world-class, award-winning editors and directors. Demo Reel available upon request.

- **Intel Studio** – Assistant editing, asset management, archiving; built Wiki server
- **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, for an online job interview service

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. Taught courses on HD video, conducted executive demos, built and manned SGI's Digital Cinema area at NAB.

Technical liaison for key partners including:

- **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 (at a time when just streaming uncompressed HD was a big deal)
- **American Museum of Natural History** – Technical support on various HD video issues.
- **SGI internal** - Added uncompressed HD capabilities to the Reality Center environment; gave several presentations on SGI's HD video offerings to the global sales force.

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 (NYC), Fox (NYC), others. 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. The system was used for Space Shuttle ground processing at Kennedy Space Center and earned the NASA Group Achievement Award. Developed an experimental software architecture integrating object-oriented programming with expert system techniques.

EDUCATION / COURSES

Current Social VR Platforms and Dev, UHD Video editing, compression, media tools
2007-2011 National Association of Broadcasters, International Broadcasting Convention
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

2014 Patent 8,726,061 Method for Synchronization of Multiple Media Devices (SGI, w others)
2001 Special recognition at SGI for outstanding performance and dedication (IMAX project)
1999 POST Award for invention of OrbitalFX animation control system
1992 NASA Group Achievement Award for Space Shuttle ground processing project

AFFILIATIONS

ACM Association of Computing Machinery
NAB National Association of Broadcasters
SMPTE Society of Motion Picture and Television Engineers
AAAI Association for the Advancement of Artificial Intelligence
MENSA "The High IQ Society"

TESTIMONIALS

"IMAX Corporation and also myself greatly appreciate the hard work that you and your colleagues did for us in creating our digital projection demonstration in Los Angeles. I realize that it was a lot of pressure, and your willingness to go beyond the ordinary call of duty was recognized and very much appreciated." – Sean A., VP, Advanced Technology, IMAX

"...you have been one of my most used contacts in Palo Alto, and one of the ones easiest to work with..." - Jeff P., Vice President Strategic Partnerships, EZShield

"When my current book project comes to fruition, you will be one of the people I will acknowledge for giving me invaluable assistance..." – Dr. Yuma T., Visiting Scholar, Stanford University

Client Feedback from Yelp.com (consolidated at voxlux.us/YelpHighlights.pdf)

REFERENCES

Clients and associates who will be happy to speak on my behalf:

~ Patrick Goebel, IT Director, Center for Advanced Behavioral Sciences, Stanford University
~ Jon Stone, Business Development Consultant
~ Frank Bernard, Senior Engineer, NetApp