

# Jameson Parker

## PROJECT MANAGER/ PRODUCTION MANAGER

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### About Me

**Media specialist with over 10 years' experience in production and sound design.** Managed numerous productions from innovative initial concept, through development to final production. Equally comfortable with live, studio, and location production.

**Proven record of consistently being on time, having initiative, and being responsible.** Adept at managing large teams, productions crews and celebrities. Known for ability to juggle numerous complex projects and react quickly to new situations and tight deadlines.

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### Skill Highlights

- AVID Pro Tools 12 **Certified**
- Adobe After Effects
- Electronics Repair
- Load In/Out Staging
- Adobe Photoshop CC
- Adobe Premiere Pro CC
- Autodesk AutoCAD **Certified**
- Autodesk Inventor
- 3D Drafting and Design
- Microsoft Windows / OSX
- Microsoft Office Suite
- Audio & Video Editing
- Post Production Editing
- FOH Audio Engineer
- Project Management

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### My Professional Experience

DAVE ARNESON'S BLACKMOOR GAME STUDIO

March 2016 – February 2017

#### SENIOR INTERACTIVE MEDIA DESIGNER

Recruited as lead composer and sound designer to support over 10 game production teams in developing assets to bring their vision to life. Managed and developed audio/visual systems to bring interactive experience to life for the following games and more: [Lineage Descent](#) – [R.A.T.S](#) – [The Last Doomstorm](#) – [Codename: Bermuda](#) – [Going Dark](#) – [The Legendary Black Smith](#)

- Supervised Interactive Engineering and Media Production team. Consulted with production leads to produce custom media content according to their asset lists, and implemented program design using FMOD, Wwise and Unreal Engine.
- Developed Games and Interactive Software in C++, Javascript, CSS, and HTML5.
- Tested for quality assurance in PC, Virtual Reality, Console, and Mobile applications.

SPARK PRODUCTION AGENCY

February 2015 – March 2016

#### VIDEO EDITOR AND LIVE SOUND ENGINEER

SPARK is Full Sail University's student production agency. I worked as a production assistant for the television production of WWE NXT. I received extensive experience as a production coordinator, camera operator, video editor, front of house engineer, and stage manager.

- Directed the production of student interviews and graduation ceremony productions.
- Set up production sets including curtains, projectors, backdrops, lighting, and cameras.
- Edited video of multi-camera productions and also handled post production dialogue editing.
- Ran live sound as front of house engineer for Full Sail's Tree House facility, a live music lounge on campus.

PHASE 2 MEDIA SOLUTIONS

January 2014 – Present

#### PROJECT MANAGER

Personally recruited to assist with the start-up and launch of a new video advertising service. Played a key role in setting up all aspects of the client acquisition operation and was appointed to project manager position after successfully acquiring the Alabama Independent Dealership Association as a client.

- Managed the production of radio ads, [podcasts](#), [television ads](#), [music videos](#), direct mail campaigns, social media accounts, and online digital marketing media.
- Initiated creative ad campaigns for numerous clients while increasing brand awareness, sales, and profits.
- Researched target audience and provided growth analysis based on ad campaign results.
- Provided analytics on competitor's strategies, improved ad response and increasing customer lead generation.

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UAW GLOBAL ORGANIZING INSTITUTE

2012 – 2014

**SENIOR PRODUCER**

Recruited to UAW as a result of prior success as a video producer and film director, delivering a number of online [web-series](#), [promotional videos](#), and [celebrity coverage](#).

- Toured nation-wide as a film producer and camera operator to capture footage key to campaign success.
- Managed the production of documentaries, talk shows, celebrity interviews, & [campaign material](#).
- Turned around immediate requests for edited audio and video within very small amounts of time.
- Developed online engagement by 170%, increasing recruitment into the institute from across the U.S.

BYERS ENGINEERING

2008-2011

**QUALITY TRAINER/ ANALYST SUPERVISOR**

Hired as a GIS Tech Lvl 1 and climbed to GIS Tech Lvl 9 within 1 year before being promoted to Quality Trainer and Analyst Supervisor.

- Supervised team of 45+ software engineers for quality data migration.
- Curriculum builder for navigation, server maintenance, database integration, and POD surveying.
- Maintained 98% accuracy throughout 3-year contract.
- Oversaw \$13 M infrastructure merging project of AT&T and Freedom Group, Inc.

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## Academic Experience

### Advanced Audio Workstations

- Attained skills such as advanced synchronization; surround sound production, data compression and encodings used for Internet, games, DVDs, and multi-channel feature films.

### Advanced Audio Postproduction

- Recorded dialogue and Foley and learned sound design techniques.
- Attained skills using Pro Tools, Digidesign D-Control and ICON consoles, plugins, and outboard gear.

### Session Recording

- Attained skills using large format consoles and studied several recording techniques.
- Utilized modern audio-recording technology to record and produce bands in the studio.

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## Education & Affiliations

**Full Sail University: Bachelor of Recording Arts, Valedictorian, 2017**

**3DTi (3D Technical Institute): 3D Foundation Workshop in 3ds Max 2013**

**Hinds Community College: Magna Cum Laude, 2012**

- Associates in Applied Science in General Drafting and Design Technology
- Associates in Applied Science in Architectural Drafting and Design Technology

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## Awards

**Course Director Awards for:** Advanced Audio Post Production, Advanced Audio Workstations, Advanced Interactive Audio, and Session Recording. (2016)