

# Ty Audronis

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http://www.audronis.com

## Qualifications Summary

Expert in media and computer technology with a background in consulting, implementation, process optimization, and training. Over 20 years of experience in media, multimedia programming, acquisition, and process optimization in media industries..

## Major Recent Screen Credits



- What Could Possibly Go Wrong?** – Sci Channel, Aerial Acquisition (Aerial Cinematography)
- I [Almost] Got Away With It** – ID, Editorial / Post Workflow and Technology Manager / Aerial Cinematography
- Coaster Wars** – Travel, Post Production Workflow and Technology Manager / Editor / VFX / Aerial Cine.
- Life: A Cosmic Story** – California Academy of Sciences, Supervising Editor / Animator (Domefest Best of Show Winner)
- Fragile Planet** – California Academy of Sciences, Supervising Editor / Animator (Domefest Best of Show Winner)

## Professional Experience



### OWNER & PRESIDENT | AUDRONIS MEDIA | JULY 1995 – PRESENT

- Interactive design / programming, Media Acquisition, Post Production, Process and Technology Consulting.
- Aerial Cinematography
- Post Production (Including Editing, Motion Graphics & VFX)



### INDIGO FILMS | MARCH 2012 – JULY 2013

*“...he has applied his vast technical knowledge towards many situations at indigo- solving problematic workflows, troubleshooting computers, and coding new solutions for improving efficiency...” –Greg Boudreaux (Post Production Supervisor)*

#### POST PRODUCTION CONTRACTOR | OCTOBER 2012 – JULY 2013

- Animation, VFX, Motion Graphics, & Editing.
- Workflow & Technology Support

#### TECHNOLOGY & WORKFLOW MANAGER | INDIGO FILMS | MARCH 2012 – OCTOBER 2012

- Redesign Post Production equipment and process, editor, animation/VFX/motion graphics, program intranet-based post production project management software.



### INSTRUCTOR (CONTRACT POSITION) | BAY AREA VIDEO COALITION | DECEMBER 2011 – DECEMBER 2012

- Developed curriculum and delivered training on highly complex technical subjects including Adobe After Effects, Maya, Avid Media Composer, Photoshop, HTML/CSS, HTML5/CSS3, Video for the Web, and Search Engine Optimization.



### FROG DESIGN SEPTEMBER 2011 – OCTOBER 2011 (CONTRACT) & JULY 2000 – JUNE 2001

*“...I would recommend Ty Audronis for any position in which he applied...” – Craig Williams (Vice President of Development)*

#### DESIGN TECHNOLOGIST II (1-OFF CONTRACT POSITION) | SEPTEMBER 2011 – OCTOBER 2011

- User interface prototyping and programming for automatic height-adjusting ATM system used by a major global financial institution.

#### DESIGN TECHNOLOGIST | JULY 2000 – JUNE 2001

- Front-end development for web-based design collaboration tool developed in conjunction with I2.
- Misc. web-based projects
- Designed encryption tool for scrambling variable names for copyright protection of web-facing scripts.



#### INSTRUCTOR, MOTION GRAPHICS | SAN FRANCISCO SCHOOL OF DIGITAL FILM | JUNE 2010 – JUNE 2011

- Trained students and advised during productions on principles of compositing and special effects for digital film using Apple Motion, Adobe After Effects, Nuke and Shake.



#### SUPERVISING EDITOR / INTERACTIVE DESIGNER / DEVELOPER | CALIFORNIA ACADEMY OF SCIENCES | AUGUST 2007 – AUGUST 2011

*"...Ty possesses a remarkable breadth of skills, and he offers a wealth of experience utilizing his broad toolkit in a wide range of programs..." – Ryan Wyatt (Director, Science Visualization & Morrison Planetarium)*

- Develop corporate relations with Apple, Avid, etc.
- Design workflows & equipment for sci. viz.
- Design & program interactive exhibits and games
- Work with audio, video, and animation for planetarium shows, press releases, and broadcast shows.
- Assist scientists and institutions (such as NASA) with visualizations of scientific principals and theories

## Industry Experience

### PUBLIC SPEAKING EXPERIENCE

- Spoken at various venues including Adobe, AMA, SMPTE, Interdrone, World Drone Expo & California Academy of Sciences on subjects from exoplanets in the galaxy to post production technologies and techniques to drones in cinema.

### PUBLICATIONS

- Written 2 books ("Lightning Fast Animation with Element 3D" & "Building Multicopter Video Drones" – both from [PACKT] Publishing
- 2001-present, freelance contributor at Videomaker Magazine
- Quoted in several industry magazines (Rotordrone, etc)

### MEMBER | GENARTS SAPPHIRE ADVISORY BOARD | MAY 2013 – PRESENT

- Brainstorm new features with development staff, evaluate prototype features and advise in development of plug-ins.

## Education

### CALIFORNIA STATE UNIVERSITY CHICO | 1996 – 2000

- Attended CSU Chico as special major in computer generated special effects
- Bronze Medalist: 1995 Phi-Rho-Pi National Speech and Debate Championships – Informative Speaking
- Winner: 1998 Rosebud Award (held across entire CSU system) – Best Animation

### CERTIFICATIONS

- Avid Media Composer
- Final Cut Pro

## Other

### MILITARY SERVICE| UNITED STATES NAVY

- Honorable Discharge U.S. Navy; Highest rank held: E-3 (Airman); Security clearances held: Secret