JAHIL NELSON

VIDEO PRODUCTION SPECIALIST



ABOUT ME

Video and Post Production Specialist and artist with a passion for workflow and process.

OBJECTIVE

To work in a creative Production Environment, and contribute my skills to help produce high end work in the fields of Television and Multimedia.



SKILLS

Editing	Adobe Creative Suite
Compositing	Avid Media Composer
Sound Design	Apple Final Cut Studio
3D Modeling,	Autodesk Maya
Lighting &	Maxon Cinema 4D
Animation	Da Vinci Resolve
Color Correction	The Foundry Nuke
	Unreal Engine
Mac OS X	Render Farms
Windows	AJA Hardware
Linux	Black Magic Designs Hardware
	Cameras
	Lighting
	Fiber Storage
	Digital Workflows
	Digital Asset Management
	Digital Archival



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EDUCATION

Bachelor's Degree in Film & Television
Savannah College of Art and Design
2006 Alumni of The Year

EXPERIENCE

2018-Present
Freelance Editor/Compositor/Motion Graphic Artist
Current Clients include: Warner Brothers, CG Creative, Show Imaging, SDSU, UCSD, UCLA, Exhibitree, Zeus Media.

2014-2018
Manager Video Services
CG Creative
Oversaw team of Producers, Editors, Compositors and Production Staff for Video content used in Events, Marketing and Commercial productions.

2012-2014
Graphic Animator/Producer
San Diego Padres
Design and Animate graphics for in-game entertainment & Broadcast.

2010
Blu-Ray Menu Designer
Blue Collar Productions
Designed 2D & 3D Stereoscopic Blu-Ray menus for features including:
MoneyBall, Monsters Versus Aliens, Puss in Boots, The Green Hornet, Drive, and Shrek 1,2,3.

2009
Senior Producer
FLOTV-Qualcomm
Produced, edited and composited graphics for Commercials and Promos for FLOTV Mobile TV.

2000-2009
Post Production Supervisor
Sony Computer Entertainment America
Oversaw production including a full staff of Editors, Compositors, Digitizers and 3d Artists.
Titles include: MLB: The Show, Killzone, Uncharted, God of War, and other first party titles.