KEVIN TOLBY
PRODUCER, DESIGNER, SOFTWARE ENGINEER

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Los Angeles, CA

WORK EXPERIENCE

REDSUN TECHNOLOGIES

Senior Backend Developer   January 2024 - Present

- Designing and engineering a web platform for a financial technology startup that integrates accounting, data analytics, and other backend services for the food service and hospitality industries. (Python/Django)

MANIC MIND PRODUCTIONS

Reality TV Show Producer and Editor   April 2019 – November 2023

- Credited producer and editor on season 1 of *Spook Show 17*, an independently produced reality TV show exploring the story and creation of a technologically sophisticated haunted house attraction in Fullerton, CA.
- Involved with all stages of production from pre through post.
- Facilitated execution of co-creators' creative vision; guided creative team to maintain consistency with the project vision and visual style.
- Worked with co-creators on story development and story boarding for all episodes, as well as developed new concepts for show content.
- Edited both picture and sound for individual segments as well as for complete episode timelines.
- Developed workflows and organizational methods (via IT systems and physical logging) to manage the intake and metalogging of 1-6 terabytes of daily filmed footage throughout the 5 month production period.
- Wrote Python scripts to automate certain post-production tasks such as audio/video syncing.

Show Control Design   2022 – 2023 (seasonal)

- Programmed lighting and special effects synchronized to audio tracks for multiple haunted attraction scenes.
- Low voltage DC wiring of lighting, pneumatics, relays, etc to show controller units.

VR Systems Engineer   June – December 2017; June – October 2018

- Developed system for virtual reality (VR) video playback across multiple Android phones. Video playback is synchronized to 4D effects and simulated movement in a horror VR attraction at *The 17th Door Haunted House*. Integrates with existing show control system at the attraction. Built on Google's VR SDK.
- Android VR app has a custom UI and is controlled from a Raspberry Pi server over a TCP connection.
- App designed to run on low-cost Android devices; my solution saved over $3,500 in phone unit costs alone.

Concept Designer / Writer   June – October 2018

- Expanded 2017's VR attraction by working with a small team to design and create a multi-scene, story-based experience that includes a pre-show and theatrical finale.

FREELANCE WEB DEVELOPER   2018 - 2023

- Designed, engineered, and maintained front/back-end of a customer facing ordering platform for a food distribution company. Website built from the ground-up to meet client's specifications with additional feature development over time to address evolving needs. (Python/Django, HTML/CSS, JavaScript)

EDUCATION

UNIVERSITY OF CALIFORNIA, LOS ANGELES   March 2020

- B.S. in Computer Science
- Notable Coursework: *Art and Process of Entertainment Design*, *Human-Computer Interaction, Web Applications, Operating Systems Principles, Computer Networking, Computer Graphics, Dramatic Writing*

PROGRAMMING LANGUAGES AND TECHNOLOGIES

- Advanced: Python, Django, Adobe Premiere
- Proficient: C++, C, JavaScript, HTML/CSS, Linux, Java/Android, Unity, Arduino, Photoshop