

KEVIN TOLBY

SOFTWARE ENGINEER AND PRODUCER

✉ katolby@gmail.com

📞 (714) 642-8634

Los Angeles, CA

WORK EXPERIENCE

REDSUN TECHNOLOGIES

Technical Lead / Senior Backend Developer

January 2024 – Present

- Leader of a 6 person development team at a financial technology startup. Team is engineering a web platform that integrates accounting, invoicing, payments, analytics, and other back-of-house functionality for the food service and hospitality industries. (Python/Django)
- Serve as the principal software architect as well as the primary liaison to project stakeholders.

Freelance Web Developer (Full Stack)

2018 – 2023

- Developed and maintained a bespoke ordering platform for a wholesale food distributor.

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

2017 – 2018 (seasonal)

- Developed a system for virtual reality (VR)/360° video playback across networked Android devices. Video playback is synchronized with 4D effects and simulated movement in a horror VR attraction.

UCLA CENTER FOR RESEARCH IN ENGINEERING, MEDIA, AND PERFORMANCE

Developer / UX Designer

May – July 2018

- Developed a Unity based augmented reality (AR) application for Android devices that was a key component of an immersive live theater performance. Using AR, performance participants were given powers in the story-world that allowed them to interact with and shape the performance.
- Programmed the application's network code and helped design its user experience (UX), including how users' powers within the story-world interacted with the virtual AR environment and physical set.

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*

PROGRAMMING LANGUAGES AND TECHNOLOGIES

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