

## Qualifications

- Experience working on team-based projects.
- Comfortable working with people from diverse backgrounds.
- Highly detail-oriented.

**Adam Liss**

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## Education

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### Master of Entertainment Technology // Carnegie Mellon University

*Pittsburgh, PA*

*Aug. 2014 - May 2016*

### Bachelor of Arts // The Colorado College

*Colorado Springs, CO*

*Aug. 2004 - May 2008*

- Major: English, with a concentration on film; Minor: Mathematics

## Projects

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### Building Virtual Worlds // Carnegie Mellon University

*Pittsburgh, PA*

*Aug. 2014 - Dec. 2014*

- Worked as part of small, 5-6 person teams to rapidly design, build, and iterate games in Unity.
- Served as artist, producer, and game designer.

## Work Experience

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### Producer, Director, and Editor // Man Alive Productions

*Oakland, CA*

*Oct. 2011 - Aug. 2014*

- Created independent video production company to produce ads, Kickstarter videos, and other video projects.
- Wrote contracts, set up interviews, and coordinated shoots.

### Post-Production Coordinator // FORA.tv

*San Francisco, CA*

*Jan. 2012 - Sep. 2012*

- Managed FORA.tv's presence on YouTube, Hulu, iTunes, and other video sites.
- Streamlined DVD production workflow by writing a script to automatically create chaptered DVDs.
- Negotiated licensing agreements with various film and television outlets.
- Worked with marketing team to promote timely and relevant videos.

### Editor // FORA.tv

*San Francisco, CA*

*Aug. 2008 - Jan. 2012*

- Worked with a team of editors to import, edit, and upload conference and event videos.
- Worked with videos in a variety of formats; performed color and audio correction.
- Wrote eye-catching titles and descriptions.
- Tracked progress using wikis and CMS.

## Skills

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- Software: Unity, Maya, After Effects, Photoshop, Premiere, Final Cut Pro
- Languages: C#, C++, JavaScript, HTML5, CSS