

Tucker S. Elliott

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Education	Art Center College of Design - Pasadena, CA MFA in Film - Thesis: <i>4D Film and the 'Rerealized' Experience</i>	Aug 2014 - Dec 2016
	Georgia Institute of Technology - Atlanta, GA BS in Computer Science - Minor: Film and Media Studies - Highest Honors	Aug 2011 - May 2014
Skills	Media Production and Communications Producing - Editing - Writing - Animation - Technical Communication - VR/AR Design Interaction Design - Color Grading and Correction - Sound Design - Time-lapse Photography	
	Software Premiere - Avid - Final Cut - After Effects - Lightroom - Audition - Logic - Pro Tools - DaVinci Resolve Unity - SketchUp - MotionBuilder - CeltX - MovieMagic - Photoshop - Illustrator - Keynote	
	Programming Java - C# - Processing - Javascript - Python - Lua - MATLAB - C - x86 Assembly - HTML	
Experience	Lead Producer - Rasa Pictures, LLC - Pasadena, CA Currently producing <i>The Rules Girl</i> , an instructional video series for the tabletop gaming industry. Previously served as animator, writer, and editor on <i>The Rules Girl</i> , as well as freelance editor of promotional videos for a number of clients, including <i>UK Trade & Investment</i> .	May 2014 - Present
	R&D Documentation Intern - Walt Disney Imagineering - Glendale, CA Produced, shot, and edited internal documentation videos, interviews, behind-the-scenes sizzles, and animation for leading theme park R&D firm. Created media elements and assets for several R&D projects. Contributed to development of internal messaging strategies.	May 2016 - Dec 2016
	Production Management Intern - Blindlight - West Hollywood, CA Edited video game voiceover audio, assisted production coordinators, and copyedited scripts for video game casting, writing, and voiceover production company.	Aug 2015 - Dec 2015
	Research Assistant - Georgia Institute of Technology - Atlanta, GA Contributed to design and conducted background research for electroencephalography study of the mental profile of non-verbal autistic children.	Jan 2013 - May 2013
Projects	37th MIT Mystery Hunt Led a volunteer team in the production of an alternate reality game's story, media assets, live interactions, and theatrical productions. Collaborated with the project's puzzle team to produce the game's kickoff and finale sequences, experienced by over 3000 players across 100 teams.	Jan 2018
Honors	Addy Award - Bronze	May 2017
	GDC Game Narrative Review - Gold	Mar 2016

- References Available On Request -