

Eric Muss-Barnes

LOS ANGELES, CALIFORNIA • ERIC@ERICMUSS-BARNES.COM
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Dear Hiring Manager,

My name is Eric Muss-Barnes and I have been employed for over 6 years as a Web Content Developer for The Walt Disney Company at Disney Interactive. During that time, I am proud to have worked with numerous business units including Disney Corporate, Walt Disney Studios Home Entertainment, PIXAR, The Disney Channel, ABC, Disney Records, El Capitan Theatre, Hollywood Records, D23, Walt Disney Family Museum and many more.

Looking to diversify my skillset, I am applying for the position you posted. With over 25 years of video production experience, a full third of my career has been spent exclusively at Disney. My own YouTube channels have over 5 million views on over 150 episodes of content. I am well-versed in Final Cut Pro, DVD Studio Pro, Compressor, MPEG Streamclip, Windows Media Encoder, Adobe Flash Video Encoder and eager to learn even more production technologies. Delivering excellence has been the hallmark of my career in high level software development, service-oriented architecture, troubleshooting, proactive technical support and team-centered solutions. You will find my 25+ years in completing projects on time, within scope and budget, excellent integration of corporate resources and upgrading of systems to meet current/future business needs would bring great value to your organization.

In addition to the realm of experience indicated on my résumé, I have also worked professionally in the fields of photography, graphic design and Internet technology. Among other creative endeavors, I designed and built an off-grid tiny house project in the Mojave desert. Since leaving Disney, I have published 5 more novels, for a total of 12 books to my name.

I am only seeking a permanent, full-time position. Telecommuting and flex time are pluses, but not a requirement. I am open to contract-to-hire, but I am not entertaining any short-term contracts at this time.

Please see the attached résumé and feel free to contact me at your earliest convenience so we may further discuss how my abilities align with your current needs.

Respectfully,
Eric Muss-Barnes
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Eric Muss-Barnes

FILMMAKING/VIDEO PRODUCTION RESUME

SUMMARY

Walt Disney Studios web developer alumnus and author of 6 novels, offering 25+ years experience in wide ranging skills for video/graphics/photo integration, web design/development, programming, coding and proactive technical leadership. Track record of exceeding expectations through the conceptualization, design, development, and implementation of multi-sized projects. Skillfully synthesized an artistic background, business acumen, emerging and established technologies to achieve high-level functionality as specified by corporate or client requirements. Numerous technical proficiencies, recognized subject matter expertise and quick learner. Results-achieving team leader and collaborator routinely delivering high-quality projects within deadlines.

PROFESSIONAL HISTORY

Sep/2012 – Current **DUBH SITH INK**
Digital Publishing & Internet Developer

Eric Muss-Barnes • North Hollywood, CA

Designed graphics, shot photographs, author photos and cover art. Built responsive design sites from smartphone resolutions up to full HD using PHP, CSS3, HTML5 and *WordPress*. Wrote and developed multiple books and formatted them as ebooks and printed volumes for publisher Dubh Sith Ink. The printed books are available on Amazon, Barnes & Noble, Createspace and Lulu. The ebooks are also on Smashwords and iBookstore. All of the ebooks were hand-coded in *Notepad++* as EPUB files and validated against *FlightCrew 0.7.1*, *Sigil*, *epubcheck 1.2* and *epubflight 0.1.0* to check for errors. These ebooks feature all the requisite XHTML, CSS, OPF, and NCX files. Authored a popular tutorial to teach other developers this skillset at <http://www.InkShard.com/how-to-make-an-ebook-epub-file>

Apr/2006 – Sep/2012 **THE WALT DISNEY STUDIOS**
Web Content Developer (\$76K)

Kathy Bailey • Burbank, CA



As the single largest entertainment company in the history of the world, *The Walt Disney Company* needs no introduction. For Disney, I did streaming media encoding for multiple business units including *D23* and *Walt Disney Family Museum*. In conjunction with biannual corporate meetings at *Disney Interactive*, I contributed my video editing and animation skills. Had the responsibility of being the official and exclusive photographer for those meetings as well. Coded in PHP, HTML, CSS, JavaScript, Flash and XML for websites ranging from *The Disney Channel* to *Hollywood Records* to *Walt Disney Studios Home Entertainment* and more. Utilized a proprietary Disney CMS (*GoPublish*) for template updates and did graphics in *Photoshop*.

Jul/2005 - Feb/2006 **AMERICAN IDOL UNDERGROUND**
Deployment Engineer (\$50K)

James Williams • Culver City, CA



American Idol Underground was the “online version” of the *American Idol* television show. The website allowed musicians to upload music and get rated by fans and celebrity judges. Used my video knowledge to shoot and edited videos for \$100,000 launch party using *Final Cut Pro* and *Photoshop* for all the graphics treatments and 2D animations. All DVD encoding was done with *Compressor* and authoring was done with *DVD Studio Pro*.

Sep/2003 - Apr/2004 **ODVD GAMES LLC**
Digital Artist/ Game Designer (\$40K)

Alex Rose • Hollywood, CA

ODVD Games designed and build the world’s first game to be played using standard home DVD players. The fourth employee and the original graphic designer, I designed aspects of the movie trivia game including writing and digital art. Authored testing DVDs using *DVD Studio Pro*. Created 2D animations from *Photoshop* files in *Final Cut Pro*. Encoded media files for the DVD demos using *Compressor*. Invented and single-handedly created the most visually complicated round of gameplay called *Still Crazies*.



Nov/2001 - Dec/2001 **AMERICAN SPLENDOR**
Production Assistant to Cast

Shari Springer Berman • Cleveland, OH

Have an end credit in the Academy Award Nominated *American Splendor* for my work as a Production Assistant to the cast of the film. My responsibilities mainly consisted of driving, maintaining and securing the trailer for Hope Davis.

Mar/2000 - Oct/2001 **PRWEBCAST.COM/WEBCAST GROUP**

Ray Harris • Cleveland, OH

Creative Director/General Manager (\$50K)

Founded to provide business-to-business webcasting services, I was the second employee and promoted from Creative Director to General Manager in 9 months. My day-to-day responsibilities included doing the studio lighting, cinematography and editing for all our broadcasts. Source footage was acquired on MiniDV and edited in *Final Cut Pro*. Live remote broadcasts were done using *Windows Media Encoder*. Also purchased all studio equipment. Managed, hired, and coordinated efforts of the entire creative design team. Responsible for programmers, graphic artists, and webcasting videography personnel.

Jun/1993 - Jul/1993 **DOUBLE DRAGON**

Jeff Imada • Cleveland, OH

Stand In

Spent a week on the set of *Double Dragon* as a stand-in for actor and stunt-coordinator Jeff Imada.

PUBLICATIONS & PROJECTS



Apr/2014 **LUTHORVILLE**

Los Angeles, CA

Tiny House Video Series

Luthorville is a project I began in 2014 to purchase land and build and off-grid tiny house in the Mojave desert. Wanting to capture the depth and scope of the desert landscape, a majority of this project is shot with a *Canon 750D* and a 50mm lens to give a sharp image with a great depth of field. Audio is captured with a *Rodelink Filmmaker Kit* or the *Sennheiser ew112*. The initial episodes were scripted and shot with the aid of a greenscreen, while subsequent episodes were all done on location. I have written, shot, directed, edited and conceptualized every single episode of the show which has nearly 1 million views on YouTube. www.Luthorville.com



Feb/2010 **SKATEBOARDING CALIFORNIA**

Los Angeles, CA

Skateboarding Video Series

After making my *Learn To Ride A Skateboard* project, there were skateboarding topics I wanted to cover which didn't fall into the "educational" category. *Skateboarding California* was born from the desire to make skate videos regarding topics above and beyond teaching basic skills. Audio was recorded with Azden WR-PRO wireless microphones. All video was shot on HD cameras using AVCHD compression at about 17Mbps VBR. The clips were then converted to Apple ProRes and edited in *Final Cut Pro*. All DVD encoding was done with *Compressor* and authoring was done with *DVD Studio Pro*. I have written, shot, directed, edited and conceptualized every single episode of the show which has over 1.5 million views on YouTube. www.SkateboardingCalifornia.com



Apr/2009 **CALIFORNIA GIRLS SKATEBOARDS**

Los Angeles, CA

Creator/Founder

California Girls Skateboards is a project I began in the spring of 2009. They are skateboards which use photographs of swimwear models as graphics. As with all of my projects, I single-handed did all the work on this endeavor myself. Every model was hired and photographed by me. Audio was recorded with Azden WR-PRO wireless microphones. All video was shot on SD cameras using MPEG compression at about 8.5Mbps CBR. The clips were then converted to DV with *MPEG Streamclip* and edited in *Final Cut Pro*. The promotional videos have over 250,000 views on YouTube. www.CaliforniaGirlsSkateboards.com



Aug/2007 **LEARN TO RIDE A SKATEBOARD**

Los Angeles, CA

Educational/Instructional DVD Project

Learn To Ride A Skateboard is a DVD video project I wrote and directed and edited in the summer of 2007. Audio was recorded with Azden WR-PRO wireless microphones. All video was shot on SD cameras using MPEG compression at about 8.5Mbps CBR. The clips were then converted to DV with *MPEG Streamclip* and edited in *Final Cut Pro*. All DVD encoding was done with *Compressor* and authoring was done with *DVD Studio Pro*. The video also features Madylin, Sawyer and Sullivan Sweeten, the real-life siblings who played siblings on the *Everybody Loves Raymond* television show. The accompanying YouTube channel has over 5.1 million video views. www.LearnToRideASkateboard.com



Jan/2002 - May/2002 **THE UNSEELIE COURT**

Cleveland, OH

Award-Nominated Short Film

When I directed and edited *The Unseelie Court* in the spring of 2002, the body of the film was shot over 3 nights from 7pm to 7am at a bar in Downtown Cleveland. The film was screened at multiple film festivals and nominated for an Innovation Award at the *Ohio Independent Film Festival*. Shot on MiniDV and edited in *Final Cut Pro*, with the DVD mastering done in *DVD Studio Pro*, *The Unseelie Court* is a short film with a plot, very much in the tradition of an old *Twilight Zone* episode. All second-unit cinematography was shot by me. First unit was shot by Emmy Award winning cinematographer Jason J. Tomaric under my direction.

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ACADEMIC PREPARATION

Aug/1985 - June/1989 *Holy Name High School*
College Preparatory Diploma, Class of 1989

Parma Heights, OH

Jan/1990 - May/1994 *Cuyaboga Community College*
Honors English & Visual Communications, May 1994

Parma Heights, OH

VOULENTEER/CHARITY WORK

Habitat For Humanity
Disney VolunteEARs
Brooklyn Memorial Youth Center
Venice Surf & Skateboard Association

SKILLSETS

Professional: Final Cut Pro, MPEG Streamclip, DVD Studio Pro, Compressor, A.Pack, DaVinci Resolve, Windows Media Encoder, WordPress, Adobe Flash Video Encoder, Media Cleaner Pro, Photoshop, PHP, MySQL, ASP, VBScript, SQLServer, Microsoft Access, HTML, CSS, CSS3, XML, HTML5, DHTML, EPUB, MOBI, KindleGen, JavaScript, jQuery, Perforce, CVS, Subversion, Beyond Compare, Dreamweaver, Visual InterDev, GoPublish (proprietary Disney CMS), Flash, Freehand, Illustrator, QuarkXPress, InDesign, Microsoft Office, Open Office, Adobe Acrobat Professional, EmEditor, FileZilla, Macintosh OS9, Macintosh OSX, Windows 98, Windows 2000, Windows XP, Windows 7, Windows 10

Personal: 5th Generation American Citizen Born & Raised in Cleveland, Ohio, Native English Speaker, Licensed Hang Glider Pilot (USHGA Hang 2 Rating Aerotow), Commercially Licensed Driver (Class A), Licensed Motorcyclist (M1), Art-Gallery-Showcased Photographer, Award-Nominated Filmmaker, Skateboarder (20+ Years), Snowboarder, Equestrian (English & Western), Target Shooting (12ga & Revolver), Freestyle BMX, Society for Creative Anachronism, YouTube Personality (over 6 million viewers), Published Novelist & Author (www.DubhSithInk.com)

REFERENCES

- **Katie Turnbull**

www.linkedin.com/in/katiehturnbull

Manager, Product Marketing at Kelley Blue Book (worked with Eric at Disney Interactive)

“Eric's love and enthusiasm for the Disney brand is inspirational and contagious! I was fortunate enough to work with him at Disney Interactive Media, as my role changed, one thing was consistent: Eric was always there ready and willing to answer my long list of questions as I tried to understand the tech side of the projects I was producing. As a developer, he went out of his way to make sure that everyone understood the technical processes (and there were quite a few in the Mouse House). Eric was also the go-to for files and background on projects that most people had long ago forgotten. There were numerous occasions where we were searching for archived projects and when we lost hope, Eric came to the rescue. I am confident that Eric will exceed anywhere he may end up, and I'm sure Walt would have been honored to have someone like him with such enthusiasm on the team!”

- **Jason Toney**

www.linkedin.com/in/jasontoney

Editorial and Content Strategy at AXS.com (managed Eric at Disney Interactive)

“Eric is weird. I mean that only in the best ways. He is enthusiastic and engaged in all of his projects. He looks to over-deliver, often providing supplemental materials and details in a profession that often fights requests for documentation. He volunteers for more to do even, and perhaps most often, in areas that aren't what he's being paid to do. He is passionate about creating and supporting a positive environment for his colleagues. I imagine, however, he would use the term friends. Eric is a professional who seeks out ways to make it easier for others to do their jobs. Y'know... weird.”

- **Kathy Bailey**

www.linkedin.com/in/kathybailey03

Global Release Manager (managed Eric at Disney Interactive)

“I consider myself extremely fortunate to have a developer like Eric on my team. He shows great enthusiasm to get the job done and done right. He's a very quick learner and takes initiative on his tasks but also on other work that needs to be done without having to ask. He's able to articulate a problem, idea or any information for that matter to both his peers and to clients to help them make informed decisions and get the project to completion. Eric is also an incredibly positive person who always has a smile on his face. He always has a positive word for anyone that needs it. I would gladly have Eric on my team again.”

- **Jody Belliveau**

www.linkedin.com/in/hellojody

Certified SCRUM Product Owner (worked with Eric at Disney Interactive)

“Eric was a joy to have in the office. He always has a smile on his face, is enthusiastic and full of team spirit. Since he is so passionate about the Disney brand, I always enjoyed bouncing my crazy ideas off of him to see if they would stick. When his eyes lit up, I knew I had a winner. Eric is a multifaceted and talented individual: photographer, videographer, editor, author, developer (and those are just the skills I know about, he could have 10 more). It would be a joy to work with him again. I hope our paths cross in the near future.”

- **Sean Higby**

www.linkedin.com/in/seanhigby

Flash Developer (worked with Eric at Disney Interactive)

“Eric embodies the ideals of the Disney Company. Hard working and full of a desire to represent the company's brand with the respect it deserves, Eric was known to always be standing up for 'What would Walt do?'. In addition, his technical skills put him on a long list of projects on a recurring and growing basis. In any company, this is a thought process of taking a step back to look at the larger vision of the corporation, and execute on that, is a trait that any company should be seeking in their staff.”

- **Malinda Lloyd**

www.linkedin.com/in/malindalloyd

Experienced Interactive Media Producer (worked with Eric at Disney Interactive)

“I didn't realize until our last day at Disney.com that Eric and I had never worked directly together on a project. I know Eric because he is outgoing and friendly. He became one of the people that I regularly hung out with because he was always positive and knew the technologies we were working with well so if I got stumped he could point me or his cohorts in engineering in a new direction. He was a staple of my days at Disney.com - organizing bike rides for his coworkers, showing up every Friday in his Mickey ears, and generally being one of those people who connected others together. If you want someone who works hard and gets things done, I would highly recommend Eric.”

- **Adam Brown**

www.linkedin.com/pub/adam-brown/26/41/52a

Producer, Digital Media and Product Manager (worked with Eric at Disney Interactive)

“Eric was the very first person that I got to know at Disney Interactive. He is easily approachable, laid back and yet the consummate professional that never takes his eye off the details. He is a problem solver, a tactician and one who never settles for second best. I have run into several situations where issues arise and he is up for the challenge; on time and on budget. Eric is the must-have person for any team. It has been an honor to serve with him.”

- **Kevin Reem**

www.linkedin.com/pub/kevin-reem/2a/518/277

Producer / Director (worked with Eric at Disney Interactive)

“Eric Muss-Barnes is a quadruple threat—Computer expert/content developer, film maker, skateboarder and writer! I first met Eric at Disney.com and he is great fun to work with, always takes time to listen and gets excited about every project. He is innovative and experienced and no job is beneath him. His enthusiasm about life makes him a joy to be around.”

- **Adam Schricker**

www.linkedin.com/pub/adam-schricker/8/669/81b

Web Developer (worked directly with Eric at Disney Interactive)

“Eric was a great guy to work with. A very good web developer who works through challenges or difficulties. Great guy to work with and great team player. He will figure out the right solution to reach the project/product goals. I highly recommend Eric Muss-Barnes.”

- **Martin Hernandez**

www.linkedin.com/in/martin-hernandez-16948244

Network Administrator (managed Eric at Woodbridge Group of Companies)

“Eric is a true professional and a master of his craft. During the two and a half years that I worked with him, I never saw a task/assignment too large for Eric. His attention to detail is second to none, which is one of the most valuable skills one can have in the web design/programming field. Eric is also an amazing team player, as he always volunteered to help out others in our IT department with assignments that weren't even in his job description. Eric designed and maintained multiple domains and websites for our company, a job that would typically require an entire web development team to do, by himself and did so with the highest quality. Any company would be lucky to have Eric as a member of their team, and would immediately see an upgrade in their web development, graphics, and design.”

- **Ed Sherfick**

www.linkedin.com/in/ed-sherfick-4078821

Senior Developer/Tech Lead (worked directly with Eric at Fiserv)

“It’s been my pleasure to work with Eric on many projects at Fiserv. He is technically sharp, consistently pragmatic, and extremely efficient at his skillsets. He is a humble mentor who enjoys consulting with our clients and developing his fellow team members. Eric possesses an amazing ability to quickly understand the key needs of his clients. His communication style is polite, assured, and engaging. He instills customers with confidence that our team can and will deliver on our commitments. Eric is a active listener who quickly prototypes ideas into reality, helping our customers to better understand the full depth and possibilities our products offer. Moreover, Eric follows up on his designs by leading meetings and consulting on industry best practices. I am consistently amazed by Eric’s talent, work ethic and ability manage multiple projects with ease. I request Eric because of his proven track record delivering a quality product under tight deadlines. It’s an added bonus that Eric is fun to work with and has wide variety outside interests. All these and more make Eric an excellent choice for any team.”