

# Creative Technologist

Technological integration · AI systems · infrastructure optimisation · product stabilisation

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Senior creative technologist with 20+ years of experience designing and stabilising complex systems across media, interactive platforms, and custom-built infrastructures.

## GROUNDSWELL

Hybrid AI / Post-Production Pipeline · Creative Technologist

**Problem:** Integrate AI-generated imagery into cinematic post-production while preserving narrative control.

**Execution:** Designed hybrid editorial-first pipeline combining node-based generation and traditional compositing.

**Outcome:** Delivered broadcast-ready sequence and repeatable workflow.

## YOIN

Product & System Recovery · Organisational Stabilisation

**Problem:** Failing mobile platform with structural instability and unclear scope.

**Execution:** Restarted system architecture and restructured delivery phases.

**Outcome:** Restored technical viability before leadership reversal.

## RE-WILD

Interactive Media System · Performance-Aware Design

**Problem:** Deliver uninterrupted immersive video experience adaptable to device constraints.

**Execution:** Built state-driven adaptive playback system in Unity.

**Outcome:** Stable mission-aligned application.

## YORGASMIC

Custom Platform & Backend System · Infrastructure Design

**Problem:** Fully custom ecosystem combining media, commerce, subscriptions and services.

**Execution:** Designed modular backend prioritising usability and scalability.

**Outcome:** Stable operational system.

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# Tools & Practice

Systems & Code: Python · JavaScript · PHP · Bash · Git

Creative & Interactive: Unity · Cinema 4D · DaVinci Resolve · Fusion

AI & Emerging Tech: ComfyUI · Runway · Custom Pipelines

Full breakdowns and additional technical documentation available upon request.