

Peter Julian Desrosier

Contact – pjdesros@gmail.com
Website/Work Samples – pjdesros.com

Summary

Digital Storyteller for 12+ years, most recently as a multimedia content developer executing technical visualizations for Velodyne Lidar. Adept in planning, executing, and overseeing projects, including marketing campaigns, advertising, photography, film, graphic design, animation, and technology solutions. Can manage multiple projects at once, meet deadlines, and rapidly learn and adapt to new skill sets and goals.

Highlights/Skills

- Advanced knowledge of Adobe Creative Suite
- Advanced Knowledge of Cinema 4D
- Unity App Development through Playmaker/Bolt Visual Scripting
- Full-Stack Video Creation from Pre-production to Post Production
- Extensive knowledge of Computer Hardware
- Social Media Strategy and Execution
- Functional Knowledge of IT Systems/Networking
- Photography and Cinematography
- High Speed Research and Autodidact
- Attention to precision and excellence
- Basic HTML/CSS web development
- Organized and efficient, alone and in teams
- Project Management
- Advanced Knowledge of Streaming Services/Workflows (e.g. OBS)

Accomplishments

- Oversaw development of New Website, New App, and New Livestream System for Large Scale Organization
- Coordinated Technical Execution of multiple large-scale events, both in-person and online (1,000+ attendees)
- Multiple Unity Applications designed and produced for demonstration of lidar industry technology

Experience

Multimedia Content Developer *October 2018 to Now*

Velodyne Lidar—San Jose, CA

- Film, Edit, and Photograph training and promotional material, as well as design graphics for use in-house and in marketing settings
- Design, Model, Texture, and Animate 3D Technical Visualizations of lidar for proofs of concept and sales
- Develop VR and tablet visualizations in Unity for public and private demonstration
- Attend CES yearly as a demonstrator and run visitors through VR demos to explain lidar technology
- Travel to automobile conventions as necessary to represent and demonstrate Velodyne Lidar
- Remotely collaborate across multiple departments to assist in a wide array of multimedia and simulation projects

Director of Media and Technology *January 2016 to August 2018*

Highrock Covenant Church—Arlington, MA

Produce film, photo, and graphics for the church, while managing social media, budget, IT, systems training, volunteer teams, and event planning.

Lead Animator for YouTube Content Creator *October 2017 to December 2018*

Aculite—YouTube Content Creator, 787K Subscribers, 70 million+ Total Views

Work with Aculite to design and animate new motion graphics, overlays, and editing material to be used in videos and livestream.

Web Content Producer *January 2016 to May 2016*

Scranton Gillette Communications LLC—Arlington Heights, IL

Shoot photo/video for home remodeling project from concept to completion, while writing online blog posts tracking the progress of the house.

Marketing Communication Intern *October 2015 to November 2015*

Marketing Communication—Wheaton College, IL

Aid in the production, sound engineering, and shooting of a virtual campus tour promotional video series, working in a crew of four.

Education

B.A. Cum Laude, Communication- Media Studies, Studio Art Minor- Graphic Design and Photography, May 2016

Wheaton College—Wheaton, IL, USA

GPA 3.5

