

Peter Julian Desrosier

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Summary

Digital Storyteller for 14 years, most recently as a multimedia content developer carrying out technical visualizations for Velodyne Lidar. Adept in planning, executing, and overseeing projects, including 2D/3D CGI and animation, advertising, photography, film, graphic design, web design, and technology solutions. Can manage multiple projects at once, meet deadlines, and rapidly learn and adapt to new skill sets and goals.

Accomplishments

- Member of 2 person team that developed VR Demo given at CES and to Hyundai CEO preceding 2019 \$50M investment in Velodyne Lidar
- Developed and Executed AR Lidar Demonstration resulting in Velodyne Lidar 2022 SxSW Innovation Award Win
- Lead Lidar simulation designer for high profile customer demonstrations including Google, Disney, NASA, Toyota, Rivian, GM, and others

Highlights/Skills

- Advanced knowledge of Adobe Creative Suite
- Advanced Knowledge of Cinema 4D
- Unity App Development & Node-based Scripting Experience
- End to End 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
- UX/UI Design
- Basic HTML/CSS web development
- Organized and efficient, alone and in teams
- Project Management
- Advanced Knowledge of Streaming Services/Workflows (e.g. OBS)

Experience

Multimedia Content Developer *October 2018 to August 2022*

Velodyne Lidar—San Jose, CA

Multifaceted visualization and simulation graphics developer leveraging new technologies and concepts to help customers, investors, and the general public understand and evaluate the use and power of Velodyne's best in class lidar products.

- Design, Model, Texture, and Animate 2D & 3D Technical Visualizations of lidar for proofs of concept and sales. Produced photorealistic product renderings and use cases used internally by engineering teams to visualize and validate new product concepts as well as outward facing renderings for Velodyne's OEM automotive and autonomous robotic customers. These renderings were instrumental to advancing product development and customer design wins.
- Part of the development team at Velodyne that pioneered the use of VR, AR, Volumetric and Standard Display lidar point cloud simulations and visualizations leveraging Velodyne's deep partnership with Unity for general public, customer and partners demonstrations / evaluations. These visualizations have been widely credited for helping with securing key Velodyne investments and customer wins.
- Helped define and create visualization and simulation workflows that allowed for team collaboration and interaction across multiple departments operating in several different geographies. This highly efficient workflow allowed Velodyne to quickly respond to internal and external visualization needs in an extremely timely manner.

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 2017*

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.

Education

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

Wheaton College—Wheaton, IL, USA