

Drew Goodin

VIDEO SHOW SYSTEM DESIGN

CONTACT

DREW GOODIN
(314) 640 – 6145
drew.goodin@gmail.com

PORTFOLIO AVAILABLE:
www.drewgoodin.com

OBJECTIVE

Secure a role that utilizes my creativity, organizational, and technical knowledge to tell creative and compelling stories and continue to advance my professional development.

EDUCATION

B.A. Video Production, Webster University, St. Louis, MO, May 2008, 3.58 GPA.

Study Abroad Experience, Webster University Campus, London, England, Fall 2006

SKILLS

General Computer

Windows and Mac OS, Word, Pages, Excel, Numbers, PowerPoint, Keynote, Access, Photoshop, Illustrator, Auto CAD, Adobe Creative Suite, some C++, some Blender

Video Show Systems

System Design, Project Budgeting, Project Management, Vendor Management, Troubleshooting Support, VYV Photon programmer, Dataton Watchout, Green Hippo Hippotizer, Various Digital Cinema and large venue projection, LED Displays, Fiber Optic Signal Distribution, Production switchers, Various professional cameras, projectors, routing, media servers, and processing hardware

Professional Development

VYV Photon training program, Christie CP2230/4230 training course, Christie Kore S+20k training course, Hippo School (TMB Training) for Green Hippo Hippotizer, Dataton Watchout training course, Fiber Optics Training Course (FIS), Advanced Fiber Optics Training Course (FIS), FIS Cheetah Splice on-Connector Termination Training (FIS, Certification #2182)

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EMPLOYMENT

Disney Cruise Line
Senior Video Designer
Orlando, FL

January 2022 – August 2022

- Responsible for video show systems in the Walt Disney Theater and Digital Cinemas for new Triton Class of ships including the recently launched Disney Wish. System Design through Construction, Delivery, and Launch.
 - Walt Disney Imagineering Facility Designer for the Walt Disney Theatre and Digital Cinemas.
 - Disney Live Entertainment Show Video System Designer for the three Broadway style shows opening with the ship.
- Identify and lead internal technical teams and external vendors. Maintain multiple project video budgets. Identify efficiencies and savings where possible. Develop baseline VYV Photon media server system programming that supports facility and show needs while prioritizing the need for an easy, reliable, sustainable user experience for onboard teams.
- Collaborate with the greater Entertainment Technical Design Teams to develop long term fleetwide capital project plans. Lead existing fleet video system projects including routine support, training of onboard teams, and provide additional special event onboard support.

Walt Disney Parks and Resorts – Disney Live Entertainment
Video Designer
Orlando, FL

September 2016 – January 2022

- Design video show system elements for Walt Disney World and Disney Cruise Line
 - Develop / translate creative concepts into technical systems, select and source equipment, develop technical documentation to support successful handoff of completed shows to operating partners, provide ongoing hyper-care support
 - Disney Projects: Marvel Day at Sea, The Music of Pixar LIVE, Star Wars Day at Sea, Frozen: A Musical Spectacular, Disney Junior Dance Party at WDW, Rouge One Death Star projection press event at EPCOT
- Program media servers such as VYV Photon, Dataton Watchout, and Green Hippo Hippotizer.
- Partner with DCL and WDW operating teams to maintain creative intent and excellence in show quality for shows that are currently running

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Walt Disney World
Production Planner (Specialty: Video)
Orlando, FL
March 2014 – March 2017

- Develop technical project needs for Disney Live Entertainment and Disney Event Group
 - Design and plan electronic show systems, create gear orders, create and modify AutoCAD drawings, order power and greens, schedule install timelines and crew calls, gather and communicate relevant details between managers, clients, and crew, partner with technical director for permitting, coordinate rentals and services from external vendors, lead crews on site
- Video Subject Matter Expert
 - Understand client and show needs, recommend video related options and solutions, design and maintain video systems, recommend gear for purchase, advanced knowledge of various video / audio file types and encoding specs, train and lead video technicians
 - Digital cinema installation and support technician for various WDW cinema shows
 - Troubleshoot various WDW entertainment video systems

Walt Disney World
Stage Technician Level 2 (Discipline: Video)
Orlando, FL
November 2010 – March 2014

- House video engineer for Epcot's World Showplace, partner with Park Video Planner to maintain and upgrade video control room, projection systems, digital and analog video signal distribution systems, and video monitoring systems in large event venue
- Video engineer, switcher operator, graphics, playback, camera, and projectionist for park special events, festivals and client events
- Install and troubleshoot video systems for park events and festivals
- Demonstrate multidisciplinary knowledge by participating on video, lighting, audio, staging, and prop crews

Edge Factory
Motion Graphics Producer (Freelance)
Orlando, FL
August 2010 - November 2010

- Design and create motion graphics, primarily for trade show or meeting presentation collateral, sometimes in very restricted time constraints

Fleishman-Hillard International Communications
Video Associate (Editor)
St. Louis, MO
March 2009 – July 2010

- Bring pieces of the story together through editing to create video projects, maintain all house video systems including three edit suites
- Design and create motion graphics

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Six Flags St. Louis
Admissions Managerial Supervisor
Eureka, MO
March 2001 – July 2010

- Hire, train, lead, and develop seasonal staff in the daily operation of the Admissions department including Guest Relations and VIP Tour Program

Avatar Studios
Intern
St. Louis, MO
January 2008 – May 2008

- Provide production assistance for location and studio shoots, observe edit sessions, duplicate media, maintain video and CD library