
NATHAN BISHOP

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WORK EXPERIENCE

Feb. 2006 - May. 2008 - **WEB CONTENT DESIGNER**, Games Workshop, Glen Burnie, Maryland

Create articles for the Games Workshop web sites across the world. Brainstorm with other team members for articles, create and organize the physical content for the articles, take photography, and manipulate imagery with Adobe Photoshop. Then, lay out the articles in HTML using Adobe Dreamweaver and publish the final product to the global servers via ftp so that the Games Workshop Businesses across the planet can access the content and use it on their web sites. Coordinate articles with production staff in the UK head office.

Sep. 2003 - Jan. 2006 - **ASSISTANT MANAGER**, Games Workshop Retail Store, Grapevine, Texas

Supervised a staff of three Hobby Specialists, including staff training, payroll, and other administrative duties. Promoted from Hobby Specialist to Assistant Manager in 2004.

Jun. 2001 - Apr. 2005 - **FREELANCE EDITOR**, Bishco Post Production

Edited both video and sound using Final Cut Pro. Projects included a web site video clip for Mongoose Publishing's "Starship Trooper Miniature Game" and a short film by Jim Krueger (author with Marvel and DC Comics) entitled "They Might Be Dragons."

Dec. 1998 - Apr. 2000 - **PRODUCTION EDITOR**, Foundation Imaging, Valencia, California

Created animatics and edited animation into a rough cut using Adobe Premiere. This cut was used as a template for the final editors. Projects included Daytime Emmy-nominated "Roughnecks: Starship Troopers Chronicles," "Max Steel," and several demo reels used by Foundation Imaging promotions.

Jan. 1998 - Nov. 1998 - **VIDEO OPERATOR**, Foundation Imaging, Valencia, California

Managed video input and output of both tape and digital media as well as FTP transfers of final shots. Maintained video library, dubbed tapes, converted frame rates, and edited video. Also set up video area and patch bay. Television projects included "Star Trek: Voyager," "Star Trek: Deep Space Nine," and "Mystic Nights of Tir Na Nog." In-house projects included "Vortex," "The Universe and Harry Morgan," and various Foundation Imaging Demo Reels. Also worked on the "Cherokee Museum" video project.

Sep. 1996 - VIDEO OPERATOR, Warner Digital Studio, Burbank, California
Aug. 1997

Managed video input and output of both tape and digital media, maintained video library, dubbed tapes, converted frame rates. Film projects included “Mars Attacks,” “My Fellow Americans,” “Vegas Vacation,” “Selena,” “Batman & Robin,” “Conspiracy Theory,” and “Contact.” Also worked on commercials for Taco Bell, Budweiser, Intel, Purell, and Frito Lay.

EDUCATION

Aug. 1991 - BACHELOR OF FINE ARTS (FILM/VIDEO), California Institute of the Arts
May. 1995

Coursework focused on Video Editing and Animation.

TECHNICAL SKILLS

Video Equipment D1, DCT, Digibeta, Beta SP, 3/4”, 1/2”, Hi-8, DV, Vectorscope, Waveform monitor, DPS Hollywood Video Recorder, DPS Perception, Video Recorder, Abekas DDR, Accom DDR, Probell, Digital Router, and Tape-to-Tape Editing.

Software Unix, Macintosh, and Windows operating systems; Adobe Premiere, Apple’s Final Cut Pro, Apple’s DVD Studio Pro, Adobe Photoshop, Adobe Dreamweaver, XHTML, CSS, QuarkXPress.

Digital Digital photography with Canon and Nikon cameras, video compression for online Media delivery (including H.264, DivX, Sorenson), video compression for DVD and HD formats.

Work examples are on the following page.

WORK EXAMPLES

- Work Examples** The following link will allow you to download a PDF with some examples of Web pages I created while working for Games Workshop:
http://www.chamber42.com/files/resume/work_examples.pdf
Unfortunately the original HTML web pages are no longer available because the Games Workshop website changed to a different format in May of 2008.
- Video Editing** http://web.me.com/bish/Bishs_Videos/ This page contains examples of videos that I have edited. Most of these videos were created when I worked for Foundation Imaging and were used for in house promotion.