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# NATHAN BISHOP

Home and Mobile (443) 848-6719 E-mail: [bish@mac.com](mailto:bish@mac.com)

## WORK EXPERIENCE

- Feb. 2006 - Present** - **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," "Foundation Imaging," and "Demo Reels." Also worked on the "Cherokee Museum" video project.
- Sep. 1996 - Aug. 1997** - **VIDEO OPERATOR**, Warner Digital Studio, Burbank, California  
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, and Adobe InDesign.
- 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

### **Video Editing**

[http://homepage.mac.com/bish/bish\\_video/index.html](http://homepage.mac.com/bish/bish_video/index.html) 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.

### **Web Content**

The links below are to web pages that I created while working for Games Workshop and my personal website Chamber42.com. For each of the Games Workshop articles I did the writing, content creation, photography, manipulation of images and artwork and the layout. Many of the articles are multiple pages so look for links at the bottom of each page to the rest of the article. Chamber 42 was built to be Xhtml 1.0 and CSS Compliant I also wanted to make the gallery section interesting and interactive without being too overbearing. I used CSS and Javascripts to achieve the gallery effects.

<http://www.chamber42.com/>

NOTE: If for some reason these links are unavailable please go to [http://www.chamber42.com/files/resume/work\\_examples.pdf](http://www.chamber42.com/files/resume/work_examples.pdf) to download a PDF of my work from the Games Workshop Website.

<http://us.games-workshop.com/games/40k/darkangels/painting/characters/default.htm>

<http://us.games-workshop.com/games/40k/darkangels/gaming/squads/default.htm>

<http://us.games-workshop.com/games/40k/CoD/terrain/rubble/default.htm>

<http://us.games-workshop.com/games/40k/apocalypse/gaming/scratch/default.htm>

<http://us.games-workshop.com/games/40k/apocalypse/gaming/scratch/6.htm>

<http://us.games-workshop.com/games/40k/apocalypse/painting/forgeworld/default.htm>

<http://us.games-workshop.com/games/40k/apocalypse/collecting/maxtroops/default.htm>

<http://warhammer.us.games-workshop.com/collecting/default.htm>

<http://warhammer.us.games-workshop.com/collecting/armies/empire.htm>

<http://us.games-workshop.com/games/warhammer/orcs/painting/giant/default.htm>

<http://us.games-workshop.com/games/warhammer/terrain/gettingmost/default.htm>

<http://us.games-workshop.com/games/warhammer/dwarfs/gaming/bertdwarfs/default.htm>

[http://us.games-](http://us.games-workshop.com/games/warhammer/empire/painting/wizards_build/default.htm)

[workshop.com/games/warhammer/empire/painting/wizards\\_build/default.htm](http://us.games-workshop.com/games/warhammer/empire/painting/wizards_build/default.htm)

[http://us.games-](http://us.games-workshop.com/games/warhammer/empire/painting/mounted/default.htm)

[workshop.com/games/warhammer/empire/painting/mounted/default.htm](http://us.games-workshop.com/games/warhammer/empire/painting/mounted/default.htm)

[http://us.games-](http://us.games-workshop.com/games/warhammer/mightyempires/gaming/houserules/making_sea.htm)

[workshop.com/games/warhammer/mightyempires/gaming/houserules/making\\_sea.htm](http://us.games-workshop.com/games/warhammer/mightyempires/gaming/houserules/making_sea.htm)

<http://us.games-workshop.com/games/lotr/khazaddum/Background/default.htm>

<http://us.games-workshop.com/games/lotr/roth/Background/default.htm>