

# TOM HAAKE

TECHNOLOGY & VISUAL ARTS • TOM.HAAKE@GMAIL.COM • (714) 307-1715 • LOS ANGELES, CA

## Here's what I've been up to...

### PROFESSIONAL EXPERIENCE

**TECHNICAL DIRECTOR** • Film Illusions, Inc. • May 2015 - Present  
Heading the discovery and integration of new technologies to continually increase efficiency and to meet new creative demands. Providing electrical design and fabrication for film and television costumes/props and industrial controls for theme park animatronic installations. Responsible for the operation and maintenance of Stratasys 3d printers and Creaform 3d scanners.

**CTO, HEAD OF DEV** • CXC Simulations • May 2012 - May 2014  
Lead a small group to exceed quality standards and deadlines. Developed new hardware (some software) to streamline inefficient systems, increasing compatibility and flexibility. Built installation, testing, and quality control procedures, reducing support tickets by 75%. Created and maintained in-depth user manuals. Also provided product photography and graphic design.

**PRODUCER/HOST/EDITOR** • Inside Sim Racing • 2011  
Three person online news and reviews show focused on the simulated auto racing industry. Duties included writing, shooting and editing segments, distributing online content, maintaining an active online persona.

**FOUNDER** • Tom Haake Photography • July 2005 - Present  
Specializing in natural light and portraits. Established and expanded company to hundreds of clients including many complete wedding shoots. Offering aerial photography/videography via multicopter. Arranging and executing video capture, editing and distribution (electronic and physical) of final product.

**FACE CHARACTER** • Universal Studios • June 2007 - April 2015  
&

**PAGEANT HELPER** • Disney • October 2002 - November 2006  
Provided high quality guest entertainment and interaction with improvisational responses in keeping with character and company standards. Responsible for vocal replication/mimicry, personal maintenance of character's physical standards. Care of complex, delicate, and valuable garments/equipment including driving a vehicle through a theme park during operating hours.

### EDUCATION

**DIRECTING, CINEMATOGRAPHY** • LA City College • 2006 - 2007  
Camera Theory, Lighting Theory, Editing, Production

**CERTIFICATE, ACTING** • STELLA ADLER • 2005 - 2007

**CERTIFICATE, ACTING** • UCLA/USPA • 2004  
Improvisation, Movement, Voice, Scene Study, Script Analysis, Performance for stage and camera

### SKILLS

#### SOFTWARE:

Photoshop, Lightroom, Illustrator, Audition, Premiere, After Effects & Sony Vegas. Solidworks, Fusion 360, Netfabb, Meshlab, MeshMixer, Some Magics, Zbrush & Maya. Most 3D Slicers, Stratasys Software, VXElements. Microsoft Office, Open/LibreOffice. Windows, OSX, IOS Expert, proficiency in Linux distros.

#### OTHER SKILLS:

3D Printing & Scanning, Soldering, Fabrication, Automation and Controls Design & Manufacture, Product development and manufacture, Mechanical Drawing and Design, High-profile Customer Service and Technical Support, Computer Hardware Expertise, Photography, Videography, Welding (MIG), Learning Programming

### AWARDS

#### UNIVERSAL STUDIOS HOLLYWOOD

- Two time Employee of the Month
- Employee of the Year runner-up

#### THE WALT DISNEY COMPANY

- Employee of the Month
- Casting Scout Award

### CONTACT INFORMATION

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