Josh Carstens

A/V geek

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EDUCATION

Rochester Institute of Technology, Rochester NY — *Motion Picture Science, BS*

AUGUST 2018 - MAY 2022

GPA: 3.52 / 4.0

Motion picture science is a unique interdisciplinary major which prepares students for work in the field of digital cinema and image capture, either in research engineering roles or in technical post-production positions.

EXPERIENCE

Center for Imaging Science at RIT, Rochester NY — *Research Assistant*

SEPTEMBER 2020 - PRESENT

Formatting and analysis of radiometric data collected from wildfire experiments under the supervision of Dr. Robert Kremens.

Alfred University, Alfred NY — *Video editor*

JANUARY 2018 - JUNE 2018

Edited 2-3 minute promotional videos for Alfred University's Art Force 5 initiative.

PROJECTS (see more on my website)

Peppermint — Music video. Directing/Camera-op/editing.

Imaging Project Doc — Documentary. Camera-op/editing.

Out in the Cold — Experimental. Directing/camera-op/editing.

I Am Extending My Hand; I Wish to Grasp Your Feet — LP. Producer/writer/mixer.

Small object 3D imaging array, Freshman Imaging Project

Worked alongside other students to design an imaging system from scratch used to assist the Seneca Park Zoo with automatically capturing 3D models of unknown species of insects from Madagascar. Made crucial decisions involving the camera modules and lenses used on the final array, as well as writing the script to run the image output through modelling software. Presented at Imagine RIT 2019.

RELEVANT COURSES

Digital Post Production Technology (upcoming); Digital Color Management (upcoming); Digital Effects & Compositing (upcoming); Image Processing and Computer Vision I & II (in progress); IT Fundamentals for Digital Media; Production Processes; Basic Sound Recording; Fundamentals of Color Science; Vision & Psychophysics.

SKILLS

Video production - familiar with NLEs such as Premiere Pro and Davinci Resolve. On-set experience with Sony FS5 and Arri SR3 camera systems, as well as audio preamps and mixers.

Compositing/3D - familiar with After Effects, Mocha, Blender, and many third party plugins such as Red Giant's Trapcode suite. Also very familiar with photogrammetry-related processes and software like Agisoft Metashape.

Sound design - familiar with digital audio workstations (Ableton Live; FL Studio; Pro Tools), audio synthesis and manipulation software (iZotope; Waves; FabFilter suites).

Programming - familiar with C++, Python, MATLAB, batch scripting, some PureData and Perl.

Web development - familiar with HTML and CSS, front-end frameworks like Bootstrap, and DNS configuration. Loosely familiar with JavaScript, PHP, and Apache.

OS operation - very familiar with Windows-based machines (including proficiency with Visual Studio), generally familiar with OS X and Linux (including operation of Unix shells like bash, as well as secure shell).