



ALEX GAMBLE

CONTACT



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thealexgamble.com

EDUCATION



FILM MAJOR
Stanford University
2005 - 2009

PROGRAMS, PLUGINS, PLATFORMS

Premiere, FCP, Avid,
FFMPEG, Media Encoder,
AutoPano, Giga, Mystika, After
Effects, Photoshop, Mocha VR,
Kandao Studio, Facebook 360
Spatial Workstation, Aspera,
Google Jump, Shotgun Studio,
Mettle Skybox, Wiredrive,
familiarity with Da Vinci
Resolve, familiarity with Unity
and Unreal Engine along with
basic C#

EXPERIENCE

VR Staff Lead Editor / Assistant Editor

Here Be Dragons / August 2016 – January 2018

Ran the post production room - performing tasks ranging from ingest, onlineing, editing, and delivery for all projects, to R&D for workflows, programs, and plugins. Also taught and project led multiple teams.

NOTABLE PROJECTS

'24 LEGACY: THE RAID'

- Client: Samsung / Fox
- Motion-controlled nodal camera, Shot on RED Dragon 6K
- Worked closely with The Mill to supervise VFX shot integration
- Delivered audio and **worked with three-time Academy Award winner Paul Ottosson for final binaural audio**
- Project manager responsible for designing and implementing editing workflow for swappable nodal RED footage takes within Adobe Premiere

'THE POSSIBLE'

- Client: Mashable / GE
- First of its kind, five-episode original series using the Google Odyssey
- Worked with the Google Jump team to troubleshoot hardware
- Supervised VFX assets and collaborations with Legend 3D
- Managed all five episodes with a **main Editor credit for "Listening to the Universe"**

'TRVLR'

- Client: Discovery / Google / Toyota
- 36 episodes and 108 minutes of content delivered at 60 FPS / 6K shot on the Google Yi Halo
- Project spanned across 6 continents with a tight delivery schedule that was kept and delivered to Youtube / Discovery VR
- **Edited and finished episodes, while leading / teaching a team of four assistants**



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CAMERAS & STITCHING WORKFLOWS

GoPro rig, Blackmagic Micro Studio & Cinema, RED Helium 8K & RED Dragon 6K, Google Yi Halo, Google Odyssey, Kandao Obsidian S, Sony a7s, Samsung 360, Nokia Ozo, Fly 360, Garmin

DELIVERY PLATFORMS

SAMSUNG
Gear VR

YouTube

facebook

oculus

vimeo360

VR / AR DEVICE PROFICIENT

Samsung Gear, Daydream, Oculus Rift, HTC Vive, Hololens, Windows Mixed Reality Headset, PSVR, Google Cardboard

OTHER NOTABLE PROJECTS

‘THE PROTECTORS: WALK IN RANGERS’ SHOES’

- Client: National Geographic
- Directors: Kathryn Bigelow, Imraan Ismail
- Worked closely with 3D Paint to online finestitched shots
- **Premiered at the 2017 Tribeca Film Festival with Hillary Clinton**
- Created a unique stereoscopic text workflow and delivered finals.

‘THE LAST GOODBYE’

- Client: Shoah Foundation
- Directors: Ari Palitz, Gabo Arora
- 360 video shoot combined with photogrammetry, provided by MPC
- Premiered at the 2017 Tribeca Film Festival
- **Edited the 360 videos used for the piece with Directors Ari Palitz and Gabo Arora**

‘DISPATCH’

- Client: Oculus
- Director: Ed Robles
- 4-part narrative series built in Unity
- Premiered at Oculus Connect 4 in 2017
- Festival Premiere at the 2018 Sundance Film Festival
- **Audio Editor who worked closely with the director**
- AD on set for live action stereo shoot, worked directly with celebrity talent, Martin Starr
- Organized Oculus Dashboard with executable uploads on multiple channels
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‘LOOK BUT WITH LOVE’

- Client: Within, SOC Films
- Director: Sharmeen Obaid-Chinoyr
- Premiered at Tribeca TV Festival
- Five episode series shot in Pakistan with the A7s
- Worked with VRTUL to oversee finestitch overcuts in Shotgun Studio
- **Credit design creation and subtitle placement**