

barbara compagnoni

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Barbara Compagnoni is an east coast surfer, game designer and creative technologist. She has taken a unique space within the surfing community at the intersection of technology, biology and psychology; She investigates why we love the ocean and its waves, and believes that the ocean's beneficial features can be applied therapeutically.

PROFESSIONAL EXPERIENCE

Parsons The New School of Design | Facilities Manager, Photography

July 2012 – Present | New York, NY

- Manage an Academic Photography Lab including but not limited to: The Equipment Resource Center, two computers labs with over 30 workstations, five shooting studios, a black and white film and paper darkroom, a Durst Theta 76 Digital C-Printer
- Supervise a full and part-time technical staff, including student workers
- Oversee the maintenance and upgrade of technology as it relates to the school's overall curriculum
- Generate macro and micro levels of usage data and statics for the Director of Technical Operations
- Provide assistance the Director of Technical Operations with facilities planning, renovations, and repairs
- Support faculty with various technical and technology issues as it pertains to the curriculum
- Serve on various University and department committees

HBO | Technical Support Specialist

October 2011 – March 2012 | New York, NY

- Spearhead company efforts to move to a cloud based storage and archival system
- Outfit internal "sandbox" to optimize development and improve quality on new business platforms
- Purchasing Authority for software and hardware needs
- Serve as primary liaison between IT and Creative Services departments
- Evaluate, install and configure department's software/hardware, and providing training on new and upgraded software/hardware packages
- Manage, maintain and establish departmental servers including: logo archives, original programming, font libraries, stock art, archive library and work in progress spaces
- Acquire, maintain and troubleshoot in-house proofing equipment, color printers, copiers, digital SLRs, laptops,
- i-devices, tablets and desktops
- Participate in planning and preparing equipment and maintenance budget
- Initiate methods and procedures on new assignments, including optimizing old workflows

HBO | Digital Production Manager

June 2006 – October 2011 | New York, NY

- Lead company efforts to move to digital editing and delivery systems
- Optimize and outfit internal scan and editing systems to ensure department savings
- Manage the development, test and roll-out of HBO's company wide DAM system
- Supervise several employees: manage time allocation, productivity, and professional development
- Lead Digital Library and Business-To-Business taskforce comprised of key executives across Legal, Business Affairs, Web, IT, Marketing, International and Creative Services
- Initiate and sustain relationships with HBO clients, third party companies, vendors and agencies
- Monitor and analyze digital workflow to counsel clients regarding new media opportunities
- Advise Photo Editors of on-air video and photography equipment to provide solutions to production issues
- Oversee quality assurance of celebrity retouching for all company and affiliate needs
- Provide quality control of metadata associated with archival images

HBO | Photo Scanner

June 2003 – June 2006 | New York, NY

- Scan and retouch images for Theatrical and Original Programming
- Perform quality control, clean-up and color correction
- Lead technical support and tutorials for all photo editors
- Provide backup for HOD/COD and Cingular photo area
- Upload assets and add metadata in the Digital Library

HBO | Art Director

May 2000 – June 2003 | New York, NY

- Design, layout, and color correction of logos, ads, posters, billboards, standees and invitations for the National Advertising Campaign of high profile HBO Original Series and Films
- Print logos, ads, posters and invitations for major publicity events
- Produce commercial production, boxing graphics, title sequences
- Administer web tutorials

EDUCATION

Parsons The New School of Design

MS /Data Visualization | Expected May 2016

Parsons The New School of Design

MFA /Design And Technology | May 2015

With Honors

School Of Visual Arts

BFA /Computer Art Major | May 2001

Concentration in 3d Animation and Interactive Media

AWARDS & HONORS

Student Travel Grant

2015, Parsons The New School of Design

Departmental Honors

2015, Parsons The New School of Design

1st Place

2014, Red Bull Hackathon

Teaching Fellow

2014, Parsons The New School of Design

Staff Development Grant

2013-15, Parsons The New School of Design

Siggraph Team Leader

2001, Siggraph

Senior Web & PC Lab Assistantship

1999-00, School Of Visual Arts

Siggraph Student Volunteer

1999-00, Siggraph

TALKS & LECTURES

2015, China Central Academy of Fine Arts

2015, Guangzhou Academy of Fine Arts

2015, Parsons The New School of Design

2015, NYC Media Lab's Future Interfaces

SKILLS

Application Knowledge: Dual platform experience (Windows & Mac OS), AWS setup & maintenance, Adobe Creative Cloud (including Photoshop, Indesign, Illustrator, Bridge, Dreamweaver, Premiere, After Effects, Media Encoder and Audition), GlobalEdit, Adobe Lightroom, Aperture, Photo Mechanic, Capture One, Artesia, Quark Xpress, Extensis Suitcase, Final Cut, iLife, Avid, MPEG 4, DivX, Xvid, WMV, Quicktime, Sorenson Spark, Real Video, AVI, SoftImage, Maya, Pro Tools, Director, Flash, Microsoft Office, Microsoft Project, iWork, Fetch

Programming Knowledge: Node.js, PHP, SQL, MongoDB, Postgres, C, Objective-C, Git, openFrameworks, Arduino (including Uno REV 3, Lily Pad, Micro, Yun, & Mini), Raspberry Pi, Processing, Xcode, HTML5, CSS3, JavaScript, jQuery, D3.js, P5.js, 3.js

References Available Upon Request.