

Gene Radzik Summary

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Personal Website:

radicalmediasolutions.com

IMDB Profile:

[Gene Radzik on IMDB](#)

Passionate technologist with over twelve years of experience in launching revolutionary consumer and professional products and enabling award winning media titles

Experience

Applications Engineer

July 2005 - Present

Dolby Laboratories, San Francisco, CA

- Perform engineering services for technical support team in the development and release of the revolutionary Dolby Digital Cinema 3D system including; software testing, and providing input on features and enhancements
- Continue providing consulting and mastering services for awarding winning post-production companies including; American Zoetrope, Lucasfilm, Pixar, and Saul Zaentz Film Company
- Work closely with engineering and product management to drive product requirement doc, prioritize product roadmaps, and enhance the digital cinema end user experience
- Train technical field service organizations on digital cinema component features, systems integration solutions, essential networking design, and secure media distribution best practices
- Extend Dolby Digital Cinema interoperability by managing 3rd party development of automation devices including product feature specification, evaluation and approval
- Supervise new site development, system integration, and software enhancement for Dolby Digital Cinema sites in multiple regions for Disney's "Chicken Little 3D", Sony's "Monster House," and Disney's "Meet the Robinsons"
- Managed system integration project for the initial launch of Dolby 3D Digital Cinema in 84 sites (US and South America) in 45 days resulting in the successful release of Paramount's "Beowulf 3D"

Film Applications Engineer

October 2001 – December 2005

Dolby Laboratories, San Francisco, CA

- Evangelized high resolution multi-channel music via technology demonstrations, presentations at international conferences, and content development training at recording and mastering studios
- Advocated the use of Dolby Digital audio codec through post-production mastering services on over 50 film soundtracks including multiple Oscar award-nominated and award-winning films
- Participated in marketing efforts for high resolution surround audio codec (MLP) on the DVD-Audio format via press interviews, international product demos, and CE steering committee presentations
- Managed client relations, audio systems integration, and post-production mastering services during the launch of initial *HD Fest* – "World's first high definition digital media festival"

Production Engineer

October 1998 – September 2000

Dolby Laboratories, San Francisco, CA

- Enabled the adoption of Dolby Digital for ATSC (HDTV) in US/Canada/Mexico/Taiwan and for DVB in Europe/Singapore via encoding services, trade show demos, and technical training events
- Generated media and public awareness of surround broadcast availability by organizing and publishing Dolby Surround and Dolby Digital broadcast marketing data on Dolby website
- Produced and encoded interactive product demos for digital multi-channel audio DTV distribution products including DP571/DP572 and DP570 launches at NAB
- Provided technical consulting services for studio post-production and live DTV productions, and managed training post-production engineers and technicians.

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Experience (continued)

Surround Specialist

October 1997 – September 1998

Dolby Laboratories, San Francisco, CA

- Promoted the use of Dolby Surround for video games and television broadcast via new title production support while fostering strong content developer relationships
- Worked on the world-wide introduction of DVD as a technical member of the launch tour—targeting media, consumer electronic (CE) licensees, and retailers via presentations, media briefings and demonstrations
- Trained and provided technical guidance to CE licensees, film studios, post-production studios resulting in increase of DVD titles and subsequent DVD player sales
- Performed surround music production and mastering services for record labels including Rhino, Warner Brother, and Telarc resulting in the development of the initial multi-channel music DVD titles

Production Assistant

July 1996 – September 1997

Dolby Laboratories, San Francisco, CA

- Provided broadcast production support for world-wide TV broadcast of *1996 Summer Olympics*
- Worked in the development team for “*Dolby Surround Tools*” on the Digidesign (Apple Macintosh based) Pro-tools digital audio workstation platform including product demo launch at Audio Engineering Society convention
- Created Dolby Digital test material to validate prototype of multi-channel digital audio on LaserDisc
- Produced Dolby Digital demo for multi-channel audio distribution POC with Liquid Audio resulting in one of the first successful downloadable multimedia prototypes demonstrated at CES

Education

Middle Tennessee State University, Murfreesboro, TN

- Bachelor's Degree - Audio Engineering / Mass Communication
- Music, Computer Science, Imaging and Animation (elected minors)
- Honors Society

Skills

- DAWs/MIDI: Apple's Logic Pro, Digidesign's Pro-Tools, MOTU's Digital Performer, soft synths
- Media Coding : Dolby E, MP3, AC3, AAC, MLP, JPEG2K, MPEG-4/H.264
- Web skills: HTML, RapidWeaver, embedded media, scripting
- Document creation/publishing/presentation: iLife, MS Office, Photoshop, Acrobat

Leadership and Affiliations

- Chairperson of Audio Engineering Society – San Francisco Chapter 2004 – 2006
- Co-Chair Audio Engineering Society Historical Committee – Current
- Society of Motion Picture and Television Engineers (SMPTE) – member
- Lecturer: CSU Chico, Columbia College, Indiana University, UCLA, University of Denver, University of Miami
- Panelist / Presenter: Winter Music Conference, SXSW, Surround Professional, AES, SMPTE

Interests

- Creating enveloping experiences for multimedia (web / cinema / games / broadcast / mobile)
- Culinary experimentation
- Discovering innovative uses for technology
- Architectural design / construction
- Long distance bicycling

