

## Eric Muss-Barnes

Curriculum Vitaé - Page 1 of 23

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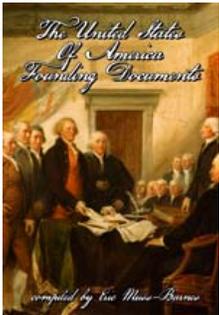
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### SUMMARY:



Walt Disney Studios web developer alumnus and author of 6 novels, offering 25+ years experience in wide ranging skills for web design/development, video/graphics/photo integration, programming, coding and proactive technical leadership. Track record of exceeding expectations through the conceptualization, design, development, and implementation of multi-sized projects. Skillfully synthesized an artistic background, business acumen, emerging and established technologies to achieve high-level functionality as specified by corporate or client requirements. Numerous technical proficiencies, recognized subject matter expertise and devoted learner. Results-achieving team leader and collaborator routinely delivering high-quality projects within deadlines.

### NOVELS & PUBLICATIONS:

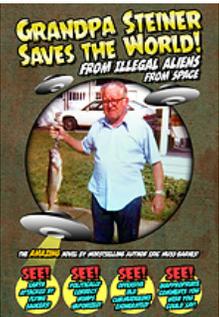


#### ***The United States of America Founding Documents***

April 2018

[www.DubhSithInk.com](http://www.DubhSithInk.com)

Inspired by a difficulty with finding free ebook versions of the founding documents of America, I decided to create my own annotated version. Containing the complete text of the *Declaration of Independence*, the *Articles of Confederation & Perpetual Union*, the *United States Constitution*, and the *Bill of Rights*, I am particularly proud of the 200,000 words of the *Federalist Papers*, which I painstakingly researched from the first three printed editions.



#### ***Grandpa Steiner Saves the World (from Illegal Aliens (from Space))***

March 2015

[www.DubhSithInk.com](http://www.DubhSithInk.com)

At 109,000 words, I began writing this one in the spring of 2013 and published it in 2015 as a group of three books. This novel was designed as a comedic (yet deliberately polarizing) social commentary. The story is about a politically incorrect old codger who writes an offensive blog which unwittingly becomes the only deterrent against an impending alien annihilation. Weird and quirky with social messages. Howard Beale meets Douglas Adams. Archie Bunker by way of Terry Gilliam. Frank, from the Bobcat Goldthwait movie *God Bless America*, ends up in the Roland Emmerich movie *Independence Day*. *All in the Family* meets *Buckaroo Banzai*.



#### ***The Page of Wands***

March 2015

[www.DubhSithInk.com](http://www.DubhSithInk.com)

Another of the three novels I started in the spring of 2013, I released this 102,000 word book in 2015. Inspiration for this novel came from the classic short story "Button, Button" by Richard Matheson. A magical staff, which must be bequeathed to an anonymous stranger every 3 days, wreaks havoc on modern day Los Angeles as it passes hands. Whimsical and magical and lighthearted fun. *It's a Mad Mad Mad Mad World* meets *Jumanji*.

## Eric Muss-Barnes

Curriculum Vitaé - Page 2 of 23

www.EricMuss-Barnes.com • Los Angeles, California • eric@EricMuss-Barnes.com

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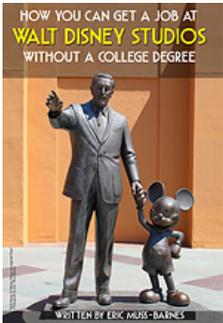


### **Voodoo & Loveshadow**

March 2015

[www.DubhSithInk.com](http://www.DubhSithInk.com)

Having written a number of novels, I started to create this story 3 years ago, in the spring of 2013 and published it in 2015 as a group of three books. Clocking in as my longest novel to date at 227,000 words, *Voodoo & Loveshadow* is about a bachelor nearing his 40th birthday who meets ghosts of his unborn twin daughters. They try to help him find their mother, lest they never be born. The tale is a romantic comedy with dramatic underpinnings of relationship-lessons. *The Bridge Across Forever* by Richard Bach rewritten as a paranormal romance from Ray Bradbury.

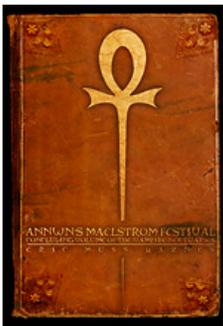


### **How You Can Get a Job at Walt Disney Studios (Without a College Degree)**

January 2013

[www.DubhSithInk.com](http://www.DubhSithInk.com)

This book is a 140,000 word vocational autobiography intended to inspire and encourage readers to pursue their passions in life. Unlike most books which tell of “success stories” this one gives readers a step-by-step explanation of how everything came together, in the hope that it can give readers a clearer understanding of their own paths. Thanks to the *Schooling Your Boss to Not Suck* project, I already knew how to make an ebook for this publication.

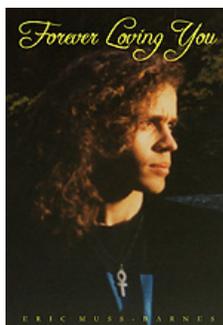


### **Anwn's Maelstrom Festival: Concluding Volume of the Vampire Nocturnaries**

January 2013

[www.DubhSithInk.com](http://www.DubhSithInk.com)

The 90,000 word sequel to my first novel which was published in 1997 and entitled *The Gothic Rainbow*. When my first novel was conceived, I had already attempted to write a few novels and always got “stuck” and had no idea where to go next. *The Vampire Nocturnaries* are the first books I outlined before I began. Realizing the book would be too massive as a singular story, I decided to split it into two volumes. *Anwn's Maelstrom Festival* completes the tale and picks up where *The Gothic Rainbow* finished. The book was the first novel I composed entirely on a laptop computer. Over the years, I really enjoyed the tactile pleasure of putting pen to paper and writing by hand. Learning to get into a creative mindset via typing took awhile, but the benefits were worth it - namely, I didn't have to retype it all! Publishing the original book in the series, *The Gothic Rainbow*, helped me to have all the knowledge on how to do this one.



### **Forever Loving You**

January 2013

[www.DubhSithInk.com](http://www.DubhSithInk.com)

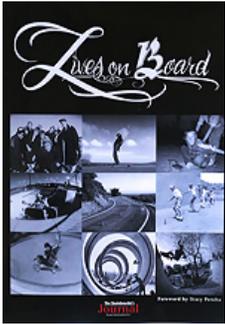
Written from 1993 to 1997, the 14,000 word book *Forever Loving You* is a tongue-in-cheek title for a series of lovepoems inspired by a wide array of people. The original intention was to publish the book under the title *In This Harsh World... Draw Thy Breath In Pain* and to release it shortly after *The Gothic Rainbow* was published. That never happened. Fifteen years later, it was finally released with the new title.

## Eric Muss-Barnes

Curriculum Vitaé - Page 3 of 23

www.EricMuss-Barnes.com • Los Angeles, California • eric@EricMuss-Barnes.com

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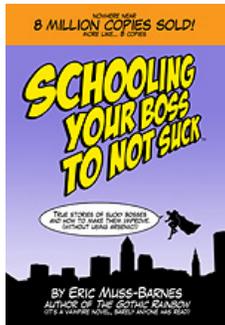


### ***The Skateboarder's Journal - Lives on Board (Anthology) | "Origins" (Short Story)***

January 2010

Contributed a tale to the 325-page anthology by Jack Smith, featuring stories from scores of skateboarders and chronicling the history of the sport. With an introduction by world champion skateboarder Stacy Peralta, the stories are real-life experiences of skateboarders from all over the world. The concept behind the project was to create a history of skateboarding from the point of view of average people, instead of professional skaters or the skateboarding industry. The story I wrote was based upon my first experiences with skating and what aspects of skateboarding had the most profound influence upon me. The opportunity arose after Jack Smith spotted an essay I had posted on a skateboarding forum and he approached me to see if

I'd care to contribute to his project.



### ***Schooling Your Boss To Not Suck***

March 2011

[www.DubhSithInk.com](http://www.DubhSithInk.com)

This is a business/human resources book authored in the winter of 2011. *Schooling Your Boss To Not Suck* is very short (only about 22,000 words) but it gave me the chance to learn self-publishing technology on Amazon and Lulu. The book was converted by hand to the two most popular eBook formats. Programmed an .EPUB file using XHTML and CSS. The resulting .EPUB file was then quadruple-validated against *FlightCrew 0.7.1*, *Sigil*, *epubcheck 1.2* and *epubpreflight 0.1.0* to check for errors. Used *KindleGen 1.2* to convert the valid .EPUB into a .MOBI version to be used on Amazon as a Kindle book. For the PHP website itself, it utilizes my

own highly-effective SEO methodologies I've developed over the years. The cover art for *Schooling Your Boss To Not Suck* was crafted by me in *Photoshop* and as vector art in *Freehand*. All design and layout for the website and marketing materials were also my creation and done using *Photoshop*.

### ***Gothic Beauty Magazine (Issue #10)***

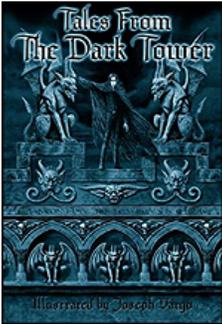
Fall 2003

Three-page photography spread featuring models Donna Ricci and her husband Jozua Watts. The photos were taken near the Walt Disney Concert Hall, in the bellydance-themed livingroom of one of her friends, and at a ranch on the outskirts of Los Angeles, not long after I moved to California. Donna was a person I met while promoting *The Gothic Rainbow* on the Internet. Discovering her online portfolio of gothic/alternative modeling, I sent her an email and we began to correspond. We had known each other for about 6 years when we shot these images. She knew the publishers of *Gothic Beauty*, so we did the photoshoot and our images were published soon thereafter.

### ***Dark Realms Magazine (Issue #2)***

Spring 2001

Founded by Cleveland artist Joseph Vargo, I met him while out at an event promoting my novel. A local nightclub was having a "grave" - a gothic rave. Get it? (g)rave? There were multiple vendors set up at the grave - artists, clothing companies, and so forth. I attended to promote *The Gothic Rainbow*. Joseph saw my fliers and digital artwork and was impressed. Thus, I was interviewed in his *Dark Realms Magazine* for my work in digital photography and art showings.



***Tales From The Dark Tower (Anthology) | “Born Of The Night” (Short Story)***

February 2000

A gothic romance anthology based upon artwork by Joseph Vargo, I was one of less than a dozen featured authors. My particular story was inspired by the piece *Born Of The Night* - one of the most well-known of Mr. Vargo's paintings. All the writers created stories around a central character named Brom and his experiences in an ancient haunted castle, known simply as the Dark Tower. The book is available online and published by Monolith Graphics. By the time the book came out, I had already been friends with Joseph for about 3 years, so he simply called me and asked if I'd like to participate.

***Outburn Magazine (Issue #9)***

Spring 1999

*Outburn* is a magazine I became acquainted with after sending them promotional copies of *The Gothic Rainbow*. For this issue, I did an interview with an underground Cleveland band called Bath. I knew the band because they were involved in the Cleveland club scene, just like me, and I became friends with them that way.

***Outburn Magazine (Issue #8)***

Winter 1999

Interviewed an underground gothic band called The Machine In The Garden, which happened again as a result of promoting *The Gothic Rainbow*. Discovering the website of the lead singer, I emailed her and we became acquaintances and kept in touch for a number of years. When *Outburn* was looking for more content, I suggested an interview with The Machine In The Garden and it went from there.

***Outburn Magazine (Issue #4)***

Summer 1997

When I first approached *Outburn*, they were not interested in writing a review of my book. They said they were a music magazine and didn't do book reviews. I explained that I had references to over 180 songs in music which fit the genre of the magazine, so it might be of interest to them. I was thrilled to discover that after the editor read my book, not only did she want to do a full 2-page interview with me, she actually started to carry the book in their music and back issue catalog. That is how I ended up being interviewed for my novel *The Gothic Rainbow* in *Outburn Magazine*.

***IndustrialnatioN Magazine (Issue #5 - Issue #9)***

1996 - 1997

After getting to know the editors of *IndustrialnatioN* by sending them a promotional copy of *The Gothic Rainbow* and placing advertisements in their concert programs, I began to write a recurring article on the Cleveland underground nightclub and concert scene. Being so heavily involved in that scene, I knew every club and every concert venue and attended pretty much every show and alternative dance night the city had to offer.

## Eric Muss-Barnes

Curriculum Vitaé - Page 5 of 23

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### ***The Gothic Rainbow: Beginning Volume of the Vampire Nocturnaries***

January 1996

[www.DubhSithInk.com](http://www.DubhSithInk.com)

My first novel was published in 1997 and took about 3 years for me to complete. The story began as a project for an invitation-only Honors English course I took in the summer of 1991 at Cuyahoga Community College in Parma, Ohio. The entire book was written by hand with pen and paper, then retyped into an electronic word processor - not even into a computer - a word processor with a 3.5" floppy drive and a LCD screen. Took me approximately 3 weeks of working for 12 to 16 hours a day to retype it. *The Gothic Rainbow* is a 190,000 word story set in a dark, faeriepunk version of the 20th Century underground nightclub scene. The tale tells the journey of a young male vampire and his relationship with a teenage mortal girl, Helle. Thinking he is only a spirit that communicates with her in dreams and rituals, Helle slowly comes to discover that he is very real and will change everything in her life forever.

### **VIDEO & MOTION PICTURE PROJECTS:**



### ***Luthorville (Off Grid Tiny House)***

August 2014

[www.Luthorville.com](http://www.Luthorville.com)

Luthorville is an educational videos series, inspiring kids and adults to become excited about innovations in science and technology, by documenting the design and construction of a Mojave desert homestead called Galatea Meridian. Witness my crazy story of how, as an unemployed computer geek and struggling novelist, I risk homelessness by spending most of my life savings to build an off-grid dreamhouse in the middle of nowhere. Having purchased vast acres of the Old West, can I find a stable job and create my home, before my money runs out? Take a journey where fortitude and a pioneering spirit continue to forge the American Dream on the romantic landscape of the American Frontier. As with all of these projects, I designed and programmed the website, plus I also wrote, directed, edited, and produced all of the video content as well.



### ***Skateboarding California (YouTube Channel)***

February 2010

[www.SkateboardingCalifornia.com](http://www.SkateboardingCalifornia.com)

After making my *Learn To Ride A Skateboard* video project, there were additional skateboarding topics I wanted to cover which didn't fall into the "educational" category. Shot and edited entirely in HD 1080p, Skateboarding California captures skateboarding with long takes, no fast edits; wide angles, no fish eye lenses; and absolutely no cliché background music. Those are the three guiding principals behind the "look" of the show and the catalyst for bringing Skateboarding California to life. Audio was recorded with Azden WR-PRO wireless microphones. All video was shot on HD cameras using AVCHD compression at about 17Mbps VBR. Additional footage was shot at 1080p using the GoPro HD Hero and the GoPro HD Hero2. The clips were then converted to Apple ProRes and edited in *Final Cut Pro*. All DVD and Internet encoding was done with *Compressor* and authoring was done with *DVD Studio Pro*. All graphics and design from the website to the video content was done in *Photoshop* and *Final Cut Pro*. The website itself is built upon PHP and CSS3 featuring a backend constructed on a MySQL database, administered via *phpMyAdmin* for updates. I have written, directed, edited and conceptualized every single episode of the show which has over 750,000 views on YouTube. This brings my total YouTube views for my skateboarding projects to well over 6 million.

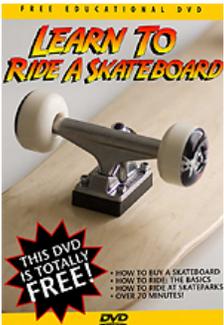


**California Girls Skateboards**

April 2009

[www.CaliforniaGirlsSkateboards.com](http://www.CaliforniaGirlsSkateboards.com)

California Girls Skateboards is a project I began in the spring of 2009. They are skateboards which feature photographs of swimwear models as graphics. I thought it would be a lot of fun to combine my years of experience with photography with my love of skateboarding. The question of “what kind of photographs?” was answered rather quickly. Living in California. Skateboarding at the beach. The answer soon became self-evident. Every model was hired and photographed by me. The entire website was completely designed and programmed by myself in PHP. Using *phpMyAdmin*, I conceived and engineered the MySQL database which contains all the information for the individual skateboards. In addition to the PHP scripting, the site also has a strong foundation in HTML, CSS and JavaScript technology. I single-handedly wrote all text on the website and scripting in the promotional videos. All of the graphic design and layout for the skateboards, merchandise and website were created by me in *Photoshop*. Audio was recorded with Azden WR-PRO wireless microphones. Most video was shot on SD cameras using MPEG compression at about 8.5Mbps CBR while newer models were shot with HD cameras using AVCHD compression at about 17Mbps VBR. The clips were then converted to ProRes with *MPEG Streamclip* or *Compressor* and edited in *Final Cut Pro*. The promotional videos for the boards have over 250,000 views on YouTube. This brings my total YouTube views to well over 6 million.



**Learn To Ride A Skateboard (DVD)**

April 2007

[www.LearnToRideASkateboard.com](http://www.LearnToRideASkateboard.com)

Learn To Ride A Skateboard is a DVD video project I created in the summer of 2007. After researching what was available, so I could improve what was out there, I enlisted the assistance of Holly Lyons, who was ranked the Top Female Bowl Skater in the World at the time we shot the video. The video also features Madylin, Sawyer and Sullivan Sweeten, the real-life siblings who played siblings on the *Everybody Loves Raymond* television show. The website allowed me to convert my ASP knowledge to PHP scripting equivalents, using HTML and PHP variables to control the loading of YouTube clips and SEO optimization. The entire video project is also available as a DVD download which required splitting and using FTP to upload a large .ISO file which can be automatically restored using *WinZip* or *StuffIt*, depending upon your home computer. All of the motion graphics in the video were designed and rendered by myself. The artwork and layout of the DVD cover was also my responsibility, choosing the color scheme, fonts, layout and finalizing the design. Audio was recorded with Azden WR-PRO wireless microphones. All video was shot on SD cameras using MPEG compression at about 8.5Mbps CBR. The clips were then converted to DV with *MPEG Streamclip* and edited in *Final Cut Pro*. All DVD encoding was done with *Compressor* and authoring was done with *DVD Studio Pro*. The DVD is available for purchase as well, through sites like CreateSpace which is a division of Amazon. The accompanying YouTube channel has over 2.5 million video views - the equivalent of filling the gargantuan Los Angeles Coliseum twenty-times over. This brings my total YouTube views to well over 6 million.

## **Eric Muss-Barnes**

Curriculum Vitaé - Page 7 of 23

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### ***The Unseelie Court (Short Film)***

March 2002

When I wrote, edited, produced and directed *The Unseelie Court* in the spring of 2002, the body of the film was shot over 3 nights from 7pm to 7am at a bar in Downtown Cleveland. The film was screened at multiple film festivals and nominated for an Innovation Award at the 2002 Ohio Independent Film Festival. Running about 30 minutes long, *The Unseelie Court* is a short film with a plot, very much in the tradition of an old *Twilight Zone* episode. The story takes place in one evening, during a thunderstorm, at a mysterious pub called Storytellers Tavern where patrons come to hear strange and unusual tales. Vivian, a regular at Storytellers, comes in without any concern for the storm. Initially, she is disappointed; the place is so deserted,

Vivian imagines she has no chance of hearing a good tale tonight. But, there may be an interesting story waiting in the shadows after all.

### **VOULENTEER/CHARITY WORK:**

Habitat For Humanity

Disney VolunteEARS

Brooklyn Memorial Youth Center

Venice Surf & Skateboard Association

### **EMPLOYERS:**

#### ***Woodbridge Group of Companies***

July 2014 to June 2018

Senior Web Developer (\$89K)

Maintained a suite of 5 websites and 20+ subdomains that collectively generated revenue over \$34 million a month for real estate and financial investments. Worked in close conjunction with respected SEO companies like *WPromote* to optimize pre-existing designs and assure they are responsive using PHP, JavaScript, CSS3 media queries, HTML5 and WordPress. Constructed custom CMS system for human resources. Hand coded MySQL databases from scratch to capture customer lead data from marketing landing pages with a volume of over 10,000 users. Developed specialized modules in SugarCRM using PHP and custom interfaces to calculate math formulas for property investments. Integrated third-party real estate websites and set up subdomains for property searches of multi-milliondollar portfolios including *Mercer Vine* and *Woodbridge Realty of Colorado*.



#### ***The Walt Disney Company***

April 2006 to November 2012

Web Developer (\$76K)

As the single largest entertainment company in the history of the world, The Walt Disney Company needs no introduction. Spending more than 6 years at the studio, I did a huge array of different tasks. For the Walt Disney Internet Group, I did streaming media encoding for multiple business units including D23 and Walt Disney Family Museum. Had the responsibility of being the first official and exclusive photographer to document biannual corporate meetings at Disney Interactive. Also contributed my video editing and animation skills to video productions for those meetings. Coded in PHP, HTML, CSS, JavaScript, Flash and XML for websites ranging from The Disney Channel to Hollywood Records to Walt Disney Studios Home Entertainment and more. Utilized a proprietary Disney CMS (*GoPublish*) for template updates and did alterations to graphics in *Photoshop*. Became fluent in both agile and waterfall methodologies, *Sharepoint*, *Teamsite*, *Beyond Compare*, *JIRA*, and *Perforce*. Outside of work I did numerous volunteer jobs on the

## **Eric Muss-Barnes**

Curriculum Vitaé - Page 8 of 23

www.EricMuss-Barnes.com • Los Angeles, California • eric@EricMuss-Barnes.com

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weekends with Disney VoluntEARS. Taught classes to fellow Cast Members on topics like longboarding, bicycle maintenance, photography and HTML for the educational Disney Interactive Media Group Insight Series. In my freetime, I built an internal application which allowed random Cast Members to sign up and have lunch together - a way to assist the social interaction in our huge organization. The Communications Department requested that I build an internal website which I constructed from scratch using PHP and MySQL with a custom CMS that I built, using *phpMyAdmin* to change data. Some divisions of Disney which I developed websites for are:

- Walt Disney Studios Home Entertainment
- Walt Disney Family Museum
- Disney Movies Online
- Walt Disney Studios
- Walt Disney Records
- El Capitan Theatre
- Disney Publishing
- Hollywood Records
- Disney Corporate
- Disney Channel
- Radio Disney
- Disney Home
- Disney XD
- ABC
- D23



### **American Idol Underground**

July 2005 to February 2006

Deployment Engineer (\$50K)

American Idol Underground was the “online version” of the *American Idol* television show. I was exclusively in charge of deploying C# builds of the site to our live web servers and general web development using HTML, CSS, and JavaScript in a *Visual Studio .NET* environment. Developed highly successful SEO

implementation for entire domain. Wrote JavaScript validation code for membership forms and maintained data integrity and file transfers for customer-uploaded media. Used my video knowledge to shoot and edited videos for \$100,000 launch party using *Final Cut Pro* and *Photoshop* for all the graphics treatments and 2D animations. All DVD encoding was done with *Compressor* and authoring was done with *DVD Studio Pro*.



### **Weider Publications**

March 2005 to June 2005

Creative Producer (\$50K)

Weider Publications is a sister company of American Media Inc., one of the largest magazine publishing houses in the world. Our titles included fitness magazines such as *Flex*, *Muscle & Fitness*, *Shape*, and *Men's Fitness* plus, tabloids such as *Star* and *National Enquirer*. During my tenure, I was responsible for daily changes to graphics with

*Photoshop* and for new designs and HTML layouts for over a dozen publications, including the redesign of the American Media Inc. corporate site. That summer, I single-handedly created all the graphic design and programming for the new *Mister & Miss Olympia Fitness Competition* website for 2005.

## **Eric Muss-Barnes**

Curriculum Vitaé - Page 9 of 23

www.EricMuss-Barnes.com • Los Angeles, California • eric@EricMuss-Barnes.com

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### **4Wheel Parts**

*December 2004 to March 2005*

*Lead Internet Designer (\$40K)*

4 Wheel Parts is the largest distributor of aftermarket truck accessories in the world. As the lead graphic designer, the sole designer actually, in their Internet Department, I mainly did artistic work, but also designed and programmed the ASP website for the wholesale division of the corporation (the wholesale division alone generates approximately \$60 million a year). Among my responsibilities, I designed a way to modify an online .PDF catalog to integrate into website sales and managed graphic additions to the online catalog. I was responsible for creating weekly e-mail advertising campaigns which generated anywhere from \$30,000 to more than \$100,000 in sales each weekend. The photographs used in all of the advertisements were stock photographs or images that I personally shot, from my own collection of photos I had archived over the years.

### **Printing Company**

*October 2004 to December 2004*

*Internet Application Developer*

Built an ASP website in VBScript for a Chatsworth, California printing company. I did all of the design, layout and programming including a great deal of JavaScript communicating with an iframe and sending data back and forth through a parent/child relationship between the main page and said iframe. The site also required the integration of an API from UPS, in order to calculate the shipping costs of various order configurations. All the data was stored in a simple *Microsoft Access* database. Knowing it would be a low traffic site, there was no reason to use a full SQL database as the *Microsoft Access* one could handle 100 simultaneous connections.

### **Pacific Elementary School**

*September 2004 to October 2004*

*Animation Instructor*

Taught basic handdrawn animation skills to gradeschool students. While I would show them some concepts on a laptop computer, I would then have them use traditional pencils and notebooks to make little flipbook drawings. The class consisted of about 10 to 15 students and was a great introduction to the diplomacy and nuance required to keep 9 year old boys and girls disciplined and engaged during an afterschool extracurricular activity.

### **ODVD Games**

*October 2003 to April 2004*

*Digital Artist/Game Designer (\$40K)*

Hired as the fourth employee and designed and created a majority of the graphical aspects of world's first DVD movie trivia game including writing and digital design. Authored testing DVD-R's using *DVD Studio Pro*. Created 2D animations from *Photoshop* files in *Final Cut Pro*. Headed and invented the most visually complicated round of gameplay entitled "Still Crazy's" which involved digitally removing and reanimating elements into the stillframes from famous motion pictures. Designed print materials with *InDesign* including brochures, and business cards. Additionally, I used *Photoshop* to create the corporate promotional website.

## **Eric Muss-Barnes**

Curriculum Vitaé - Page 10 of 23

www.EricMuss-Barnes.com • Los Angeles, California • eric@EricMuss-Barnes.com

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### **American Splendor**

November 2001 to December 2001

Production Assistant To Cast

Credited as a "Production Assistant To Cast" on the Academy Award nominated *American Splendor*, I was in charge of driving the 30-foot motorhome trailer for Hope Davis. That was my job on the whole show - driving that thing through the treacherous streets of a snowy Cleveland winter.

### **PRWebcast (later "Webcast Group Inc.")**

March 2000 to October 2001

Creative Director/General Manager

Promoted from Creative Director to General Manager in 9 months. In charge of marketing, design and corporate identity for entire company. Responsibilities included designing print advertising, logo design, promotional materials, tradeshow booth displays and so forth. Programmed complex ASP website which allowed users to access, post, and retrieve data while tied into a database through any web browser. Specialized in webcasting streaming media and live video content delivery over the Internet. Keep in mind, this was in 2000 when most people still had dial-up 56K Internet connections. Also did video editing, encoding, and purchased studio equipment. Managed, hired, and coordinated efforts of all members of the creative design team. Was responsible to manage a team of programmers, graphic artists and webcasting videography personnel.

### **ACME Express**

July 1998 to March 2000

Web Programmer/Graphic Designer (\$30K)

Head designer for all websites, creating the "look and feel" of sites ranging from e-commerce sites to the Cleveland Public Schools to the Cleveland Ballet. Honed skills in hand-coding HTML using *VisualInterDev*. Created conceptual art for website designs using *Photoshop*. Designed print advertisements and tradeshow booth graphics. Programmed websites using ASP and VBScript on a SQL server. My programming knowledge I harnessed in these 2 years helped me to be offered the job at PRWebcast. Twelve years after leaving the ACME Express, 20% of their portfolio still continues to showcase my design work.

### **The Rogers Company**

January 1998 to July 1998

Graphic Designer/Database Coordinator

Single-handedly developed and created the use of a digital archive system, using a Macintosh database and digital photography, to organize thousands of physical graphics stored in the company warehouse. Graphic designer of artwork for tradeshow displays of major international corporations such as Ernst & Young, Rubbermaid and Stouffers. Used vinyl plotter machines to cut large graphic displays on translights and foamcore or whatever other materials required the imaging. The website I built to explain the usage of the database helped to get me the job at ACME Express.

## **Eric Muss-Barnes**

Curriculum Vitaé - Page 11 of 23

www.EricMuss-Barnes.com • Los Angeles, California • eric@EricMuss-Barnes.com

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### **KSK Color Lab**

*March 1997 to January 1998*

*Digital Output Specialist*

Head of image scanning department using a Macintosh-based drum-scanner and a Kodak Photo CD system. Responsible for all scanning and resolution conversions for high-resolution projects. Large format printing output using inkjet, dye sublimation and electrostatic printers. Spent a great deal of time color-correcting and matching output to proofs for color accuracy. Worked for clients such as Rubbermaid, Little Tikes, Nestle and printed adhesive fleet graphics for city vehicles. Processed jobs using *Quark X Press*, *Pagemaker*, *Illustrator* and *Photoshop*. Photographic retouching for a variety of digital output requirements. My knowledge of printing machines helped to land my job at The Rogers Company.

### **MotoPhoto**

*August 1996 to March 1997*

*Photographic Printer*

Ran the photo processing lab working with traditional 35mm film and photochemical processing of prints and negatives. Did a lot of color correcting on tens of thousands of photographs, interacted with customers in a retail mall environment, and kept the store in order. My experience here helped me to land the job at KSK Color Lab. My desire to self-publish my book, *The Gothic Rainbow*, impressed the entrepreneurial owner of MotoPhoto and I was hired in part because of that ambition.

### **Glamour Shots**

*May 1996*

*Photographer*

Hired as a photographer but never had the chance to do any photography. Instead, I was expected to harangue mall customers into entering our store. Waste of time. Horrible job.

### **Double Dragon**

*June 1993 to July 1993*

*Stand In*

Was a stand-in for actor and stunt coordinator Jeff Imada. Learned a massive amount about the movie industry such as; call times are more like "suggestions"; stand-ins are thankfully regarded as crew; the AD works harder than the director; when a lead actress flirts with you, don't let her get away; and finally, if you're a lowly extra, you'd better keep your greasy paws away from craft services.

## **Eric Muss-Barnes**

Curriculum Vitaé - Page 12 of 23

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### **American Greetings**

February 1993 to April 2000

Freelance Author/Graphic Designer

Design artist and composition for "Create-A-Card" division. Used *Photoshop* to redesign and create new greeting card layouts for digital distribution to kiosks. Creative consultant on "Body Wars" line of toys. Invented character personalities and costumes for line of action figures. Being appreciated for my creativity in this job helped impress the hiring manager at

KSK Color Lab.

### **Electrolux**

July 1992 to December 1992

Salesman

Sold vacuum cleaners door-to-door more than 50 years after anyone stopped selling vacuum cleaners door-to-door. Other than learning I was not a good door-to-door salesman, the biggest lesson I learned on this job was that working is *not* always better than unemployment.

### **Neodata**

July 1992

Telemarketer

Did training for telemarketing then quit. On this job, I learned that I hate beige-brick office complexes, gray cubicles, fluorescent lighting, windows that don't open, swivel chairs, overhead projectors, and white foam ceiling tile.

### **Our Lady of Good Counsel**

May 1992 to June 1992

Janitor

In time, the position would be called a "sanitation worker" instead of a "garbage man" but that's a big fat lie. There's no "sanitation" involved in burning garbage in an incinerator. I was a janitor and a garbage man. Period. I cleaned windows, school desks, and prepared rooms for floor wax until I unknowingly scuffed the hardwood and was dismissed. Being the janitor of my Catholic gradeschool was the one and only job I was ever fired from. Thank God. (The question is, am I thankful that is the only job I was fired from, or am I thankful for being fired from that particular job? I leave that to the reader to decide...)

### **Brooklyn Memorial Youth Center**

March 1992 to May 1992

English Tutor

Taught troubled teens in English. Being near their age, hopefully, I connected with them and made a difference and had a positive influence on their lives. Who knows?

### **United States Air Force**

April 1991 to September 1991

Enlisted Airman

Signed up to be an Airman. Discovered I had amazingly good hearing and only average eyesight, so I couldn't be a pilot. Never shipped out to Basic.

## **Eric Muss-Barnes**

Curriculum Vitaé - Page 13 of 23

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### **COX Cable**

*February 1990 to February 1992*

*Telemarketing/Quality Assurance*

Spent a few weeks attempting to sell cable television subscriptions to strangers and doing horribly at it. Spent the next two years doing telephone quality assurance surveys for existing customers to assure their service was running smoothly. Did really well at that one.

### **Roadway Package Systems**

*One Night in the Winter of 1989*

*Unloader*

Unloaded 4 packed semitrucks in 4 hours. Never again. The only thing that job taught me was that I need to workout. The idea that physical labor is “easier” when you're a teenager is a lie. If you're not working out, unloading a full semitruck is never “easy” no matter what your age.

### **General Cinema Corporation**

*August 1988 to March 1989*

*Usher*

Hired among the first crewmembers at the new flagship cinema at Ridge Park Square in Brooklyn, Ohio. The only job I never did was sell tickets. Other than that, I did everything. I tore tickets. I was an usher. I made popcorn. I worked the concession stand. Whatever was required, I helped make it happen.

### **White Castle**

*January 1987 to March 1987*

*Floor Staff*

Also hired as part of the very first crew in the very first White Castle in Cleveland, Ohio. I bussed tables. I took orders at the front counter. I took orders at the drive-thru. I cooked hamburgers. I cooked french fries. I reconstituted onions. I took out the garbage. I did whatever needed to be done, including directing traffic in the parking lot where zealous slobs would nearly run me over.

### **The Cleveland Press**

*October 1981 to June 1982*

*Paperboy*

Delivered 10,000 papers a day, through snow 47 feet deep, on sweltering August days, with 134 degree heat, uphill the whole way, in a Louisiana swamp. Even a paperroute can be an adventure, it all depends on how you choose to remember it.

## **35mm FILM & DIGITAL PHOTOGRAPHY:**

### **PHOTOGRAPHER:**

- *State Of Being* - Virtual Addiction CD Cover - 1994
- *2nd Annual Organ Grinders Ball Fetish Fashion Show* - Chain Link Addiction, March 1997
- *3rd Annual Organ Grinders Ball Fetish Fashion Show* - Chain Link Addiction, March 1998
- *Cloud 9* - Promotional Photography - Hang Gliding School, 1998

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Curriculum Vitaé - Page 14 of 23

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- *Pepper Acton* - Marrow CD Cover - (unpublished) - 1998
- *Fetish Playland Fashion Show* - Chain Link Addiction, October 1999
- *Torrent Streaming Media Appliance* - Product Shots - StarBak Communications, 2000
- *Look For The Woman* - Promotional Photography Independent Film - Plato's Cave Pictures, 2000
- *All Hands Meeting* - Disney Interactive Media Group, 2009
- *California Girls Skateboards* - Product Shots, 2009
- *TRON: Legacy* - Preview Screening - Disney Interactive Media Group, 2010
- *All Hands Meeting* - Disney Interactive Media Group, 2010
- *All Hands Meeting* - Disney Interactive Media Group, 2011
- *All Hands Meeting* - Disney Interactive Media Group, 2012

### **PHOTOGRAPHY MODELS:**

Kathryn Barnes  
Pepper Acton  
Erin Ritchie  
Jenn LeBlanc  
Michelle LaRock  
Adrienne Ambrose  
Sarah Hilker  
April Bodig  
Sheryl Hemlock  
Lisa Novak  
Thomasina Castillio  
Leah Hutchinson  
Victoria Vertuga  
Catalina Cruz  
Xanthia Pink  
Cali Ford  
Shiva Sharifi  
Brandy Bayless  
Morrigan Hel  
Michelle Villa  
Donna Fripp  
Molly Kalejs  
Katie Kalejs  
Erin Brutvan  
Dave Chercourt  
Lydia DeLaCruz  
Natalie Ditinger  
Kimberly Rocco-Shields  
Evan Ford  
Carrie Konyha  
Angelina Kuhn  
John Rossi  
Tim Smith  
Val Stoneking  
Sandy Suran  
Larry Szymys

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Curriculum Vitaé - Page 15 of 23

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Sara Maraffino  
Leah Estella  
Gwendolyn Sweet  
Michelle Tomniczak  
Tiara Lanai  
Katie Lohmann  
Deanna Webb  
Alana Curry  
Nerlande Daniel  
Enyta Romo  
Sherri Snyder  
Stacy Smith  
Courtney Watkins  
Pamela Mars  
and many more...

### **ART GALLERY SHOWINGS:**

*The Realm* - Cleveland, Ohio (14 Pieces) November 1997  
*Spaces Art Gallery* - Cleveland, Ohio (32 Pieces) May 2001  
*SOHO Gallery* - Studio City, California (8 Pieces) December 2004  
*Ultrastar Gallery* - Hollywood, California (4 Pieces) December 2004  
*Lightspace* - Los Angeles, California (4 Pieces) June 2005

### **PHOTOSHOOT LOCATIONS:**

Cleveland/Northeast, Ohio  
Saline, Michigan  
Detroit, Michigan  
Webberville, Michigan  
Niagara Falls, Canada  
Toronto, Canada  
San Francisco, California  
Los Angeles, California

### **SOFTWARE:**

Adobe Acrobat  
Adobe Flash Video Encoder  
After Effects  
AOL Press  
Amazon Web Services (AWS)  
Beyond Compare  
Commodore Amiga OS  
Compressor  
CVS  
DaVinci Resolve  
Dreamweaver  
DVD Studio Pro  
EmEditor

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Curriculum Vitaé - Page 16 of 23

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epubcheck  
epubpreflight  
Final Cut Pro  
FlightCrew  
Font Lab  
Fontographer  
FreeHand  
GoPublish (Disney Proprietary)  
Illustrator  
InDesign  
JIRA  
KindleGen  
Macintosh OS9 / OSX  
Media Cleaner Pro  
Microsoft Office Suite  
Microsoft Windows 98/2000/XP Professional/7/10  
MPEG Streamclip  
NewTek Video Flyer  
NewTek Video Toaster  
Open Office  
Perforce  
Photoshop  
phpMyAdmin  
QuarkXPress  
QuickTime  
Sharepoint  
Sigil  
StuffIt  
Subversion  
SugarCRM  
Teamsite  
Ultimatte  
VisuallInterDev  
WAMP Server  
Web Browser - Chrome  
Web Browser - Chromium  
Web Browser - Firefox  
Web Browser - Internet Explorer  
Web Browser - Opera  
Web Browser - Safari  
Windows Media Encoder  
WinZip

**INTERNET LANGUAGES & TECHNOLOGIES:**

AJAX  
ASP  
CMS (Content Management Systems)  
CSS

CSS3  
EPUB (eBook format)  
Firebug  
HTML  
HTML5  
JavaScript  
jQuery  
MOBI (eBook format)  
MySQL  
NCX (eBook format)  
OPF (eBook format)  
PHP  
SEO (Search Engine Optimization)  
SQLServer  
TEA (Disney Proprietary)  
VBScript  
XHTML  
XML

**MOTION PICTURE EXPERIENCE:**

**DIRECTOR:**

- *Luthorville* (93 Episodes) - Dreamdancer Motion Pictures, 2014 - 2018
- *Skateboarding California* (43 Episodes) - Dreamdancer Motion Pictures, 2009 - 2012
- *Learn To Ride A Skateboard* - DVD - Dreamdancer Motion Pictures, 2007
- *David Wittkowsky Farewell Gala* - Cleveland Film Society, 2001
- *makebelieve* - Webcast Talk Show (14 Episodes) - Webcast Group Inc., 2000 - 2001
- *100% Digital Live Remote Internet Broadcasts* (12 Episodes) - Webcast Group Inc., 2000 - 2001
- *Shellsongs* - Music Video Program (17 Episodes) - Dreamdancer Motion Pictures, 1996 - 2001
- *1st Annual Organ Grinders Ball* - Fashion Show - Chain Link Addiction, 1996
- *Virtual Addiction* - Music Video - State of Being, 1995
- *Couldn't Know* - Music Video - Pepper Acton, 1995
- *Greg Bandy's "Night Of The Cookers"* - Live Jazz Concert - Cuyahoga Community College, 1994
- *Chanda Busselle* - Modeling Portfolio, 1994
- *Huntington National Bank* - Corporate Presentation, 1994
- *Disconnected* - Music Video - Jehovah Waitresses, 1994
- *Sleep/Savior* - Music Video - Pipe Choir, 1994
- *Gemini* - Music Video - Pipe Choir, 1994
- *Domonot* - Music Video - Pipe Choir, 1994
- *Waterfall* - Music Video - Pipe Choir, 1994

**EDITOR:**

- *Luthorville* (93 Episodes) - Dreamdancer Motion Pictures, 2014 - 2018
- *Skateboarding California* (43 Episodes) - Dreamdancer Motion Pictures, 2009 - 2012
- *Learn To Ride A Skateboard* - DVD - Dreamdancer Motion Pictures, 2007
- *Losing Hope* - Feature Film - Epic Films/Stone Kap Productions, 2001
- *F(r)iends* - Short Film - Stone Kap Productions, 2001

## **Eric Muss-Barnes**

Curriculum Vitaé - Page 18 of 23

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- *The Dance* - Bellydance Instructional Video - Whole Life Resources, 2001
- *100% Digital Live Remote Internet Broadcasts* (12 Episodes) - Webcast Group Inc., 2000 - 2001
- *makebelieve* - Webcast Talk Show (14 Episodes) - Webcast Group Inc., 2000 - 2001
- *Annual Investors Meeting* - StarBak Communications, 2000
- *Shellsongs* - Music Video Program (17 Episodes) - Dreamdancer Motion Pictures, 1996 - 2001
- *1st Annual Organ Grinders Ball* - Fashion Show - Chain Link Addiction, 1996
- *Promotional Sizzle Reel Music Video* - Jevan Records, 1995
- *Virtual Addiction* - Music Video - State of Being, 1995
- *Couldn't Know* - Music Video - Pepper Acton, 1995
- *Greg Bandy's "Night Of The Cookers"* - Live Jazz Concert - Cuyahoga Community College, 1994
- *Chanda Busselle* - Modeling Portfolio, 1994
- *Huntington National Bank* - Corporate Presentation, 1994
- *Disconnected* - Music Video - Jehovah Waitresses, 1994
- *Sleep/Savior* - Music Video - Pipe Choir, 1994
- *Gemini* - Music Video - Pipe Choir, 1994
- *Domonot* - Music Video - Pipe Choir, 1994
- *Waterfall* - Music Video - Pipe Choir, 1994

### **PRODUCER:**

- *Luthorville* (93 Episodes) - Dreamdancer Motion Pictures, 2014 - 2018
- *Skateboarding California* (43 Episodes) - Dreamdancer Motion Pictures, 2009 - 2012
- *Learn To Ride A Skateboard* - DVD - Dreamdancer Motion Pictures, 2007
- *makebelieve* - Webcast Talk Show (14 Episodes) - Webcast Group Inc., 2000 - 2001
- *100% Digital Live Remote Internet Broadcasts* (12 Episodes) - Webcast Group Inc., 2000 - 2001
- *Shellsongs* - Music Video Program (17 Episodes) - Dreamdancer Motion Pictures, 1996 - 2001
- *1st Annual Organ Grinders Ball* - Fashion Show - Chain Link Addiction, 1996
- *Virtual Addiction* - Music Video - State of Being, 1995
- *Couldn't Know* - Music Video - Pepper Acton, 1995
- *Sleep/Savior* - Music Video - Pipe Choir, 1994
- *Gemini* - Music Video - Pipe Choir, 1994
- *Domonot* - Music Video - Pipe Choir, 1994
- *Waterfall* - Music Video - Pipe Choir, 1994

### **HOSTING/ON-CAMERA TALENT:**

- *Luthorville* (93 Episodes) - Dreamdancer Motion Pictures, 2014 - 2018
- *Skateboarding California* (43 Episodes) - Dreamdancer Motion Pictures, 2009 - 2012
- *Learn To Ride A Skateboard* - DVD - Dreamdancer Motion Pictures, 2007
- *makebelieve* - Webcast Talk Show (14 Episodes) - Webcast Group Inc., 2000 - 2001
- *Shellsongs* - Music Video Program (17 Episodes) - Dreamdancer Motion Pictures, 1996 - 2001

### **GAFFER:**

- *Luthorville* (93 Episodes) - Dreamdancer Motion Pictures, 2014 - 2018
- *Skateboarding California* (43 Episodes) - Dreamdancer Motion Pictures, 2009 - 2012
- *Learn To Ride A Skateboard* - DVD - Dreamdancer Motion Pictures, 2007
- *makebelieve* - Webcast Talk Show (14 Episodes) - Webcast Group Inc., 2000 - 2001
- *100% Digital Live Remote Internet Broadcasts* (12 Episodes) - Webcast Group Inc., 2000 - 2001
- *The Dance* - Bellydance Instructional Video - Whole Life Resources, 2001

## **Eric Muss-Barnes**

Curriculum Vitaé - Page 19 of 23

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- *Shellsongs* - Music Video Program (17 Episodes) - Dreamdancer Motion Pictures, 1996 - 2001
- *1st Annual Organ Grinders Ball* - Fashion Show - Chain Link Addiction, 1996
- *Virtual Addiction* - Music Video - State of Being, 1995
- *Couldn't Know* - Music Video - Pepper Acton, 1995
- *Sleep/Savior* - Music Video - Pipe Choir, 1994
- *Gemini* - Music Video - Pipe Choir, 1994
- *Domonot* - Music Video - Pipe Choir, 1994
- *Waterfall* - Music Video - Pipe Choir, 1994

### **STAND IN:**

*Double Dragon* - Feature Film - Imperial Entertainment, 1993

### **PRODUCTION ASSISTANT:**

*American Splendor* - Feature Film - Good Machine/HBO Films, 2001

### **ACTOR:**

*CL.ONE* - Feature Film - Spectrum Warrior - Quantus Pictures, 2001

### **CO-PRODUCER:**

*F(r)iends* - Short Film - Stone Kap Productions, 2001

### **GLIDECAM/STEADICAM JUNIOR OPERATOR:**

- *How-to-Make-a-Hollywood-Caliber-Movie-on-a-Budget-of-Next-to-Nothing* - Quantus Pictures, 2003
- *Behind The Scenes of CL.ONE* - Quantus Pictures, 2001
- *The Dance* - Bellydance Instructional Video - Whole Life Resources, 2001
- *Shellsongs* - Music Video Program (17 Episodes) - Dreamdancer Motion Pictures, 1996 - 2001
- *1st Annual Organ Grinders Ball* - Fashion Show - Chain Link Addiction, 1996
- *Virtual Addiction* - Music Video - State of Being, 1995
- *Couldn't Know* - Music Video - Pepper Acton, 1995
- *Disconnected* - Music Video - Jehovah Waitresses, 1994
- *Greg Bandy's "Night Of The Cookers"* - Live Jazz Concert - Cuyahoga Community College, 1994
- *Chanda Busselle* - Modeling Portfolio, 1994
- *Huntington National Bank* - Corporate Presentation, 1994
- *Sleep/Savior* - Music Video - Pipe Choir, 1994
- *Gemini* - Music Video - Pipe Choir, 1994
- *Domonot* - Music Video - Pipe Choir, 1994
- *Waterfall* - Music Video - Pipe Choir, 1994

### **CINEMATOGRAPHER:**

- *Luthorville* (93 Episodes) - Dreamdancer Motion Pictures, 2014 - 2018
- *Skateboarding California* (43 Episodes) - Dreamdancer Motion Pictures, 2009 - 2012
- *Learn To Ride A Skateboard* - DVD - Dreamdancer Motion Pictures, 2007
- *How-to-Make-a-Hollywood-Caliber-Movie-on-a-Budget-of-Next-to-Nothing* - Quantus Pictures, 2003
- *100% Digital Live Remote Internet Broadcasts* (12 Episodes) - Webcast Group Inc., 2000 - 2001
- *makebelieve* - Webcast Talk Show (14 Episodes) - Webcast Group Inc., 2000 - 2001
- *The Dance* - Bellydance Instructional Video - Whole Life Resources, 2001
- *David Wittkowsky Farewell Gala* - Cleveland Film Society, 2001

## **Eric Muss-Barnes**

Curriculum Vitaé - Page 20 of 23

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- *Shellsongs* - Music Video Program (17 Episodes) - Dreamdancer Motion Pictures, 1996 - 2001
- *Behind The Scenes of CL.ONE* - Quantus Pictures, 2001
- *Behind The Scenes of A.R.E. Truck Cap Commercial* - Stone Kap Productions, 2001
- *1st Annual Organ Grinders Ball* - Fashion Show - Chain Link Addiction, 1996
- *Virtual Addiction* - Music Video - State of Being, 1995
- *Couldn't Know* - Music Video - Pepper Acton, 1995
- *Disconnected* - Music Video - Jehovah Waitresses, 1994
- *Greg Bandy's "Night Of The Cookers"* - Live Jazz Concert - Cuyahoga Community College, 1994
- *Chanda Busselle* - Modeling Portfolio, 1994
- *Huntington National Bank* - Corporate Presentation, 1994
- *Sleep/Savior* - Music Video - Pipe Choir, 1994
- *Gemini* - Music Video - Pipe Choir, 1994
- *Domonot* - Music Video - Pipe Choir, 1994
- *Waterfall* - Music Video - Pipe Choir, 1994

### **VIDEO & PHOTOGRAPHY HARDWARE:**

Azden Wireless Lavaliers

Beachtek Audio Adapters

Behringer Audio Mixers

Canon GL-1

Canon Optura Pi

Canon Rebel DSLR

Canon Rebel 450D

Canon Rebel 750D

Canon XL-1

Canon Lenses

Glidecam Pro 2000

GoPro HD Hero

GoPro HD Hero2

Hi8 Format

Joby Gorillapod

JVC GZ-MG505

JVC GZ-MG555

Logitech USB Microphone

Lowel Lighting

Macintosh G4

MacMini

MiniDV Format

NRG Lighting

Oppo BDP-93

Panasonic HDC-TM300K

Panasonic PV-DV-100

Rode Filmmaker Kit Wireless Microphone

Sennheiser ew 112-p G3 Wireless Microphone

Sennheiser MKE440

SLIK Tripods

S-VHS Format

Steadicam Jr.

## **Eric Muss-Barnes**

Curriculum Vitaé - Page 21 of 23

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VHS Format

Videonics DV Mixers

### **PERSONAL SKILLS & INTERESTS:**

5th Generation American Citizen Born & Raised in Cleveland, Ohio

Native English Speaker

Published Novelist & Short Story Author

Award-Nominated Filmmaker

Gallery-Exhibited Photographer

Licensed USHGA Hang Glider Pilot - Hang 2 Aerotow

Licensed Motorcyclist (M1)

Commercial Driver License (Class A)

Skateboarding (20+ years)

Snowboarding

Freestyle BMX

Mountain Biking

Swimming

Society for Creative Anachronism

Equestrian (English & Western)

Target Shooting (12ga & Revolver)

YouTube Personality (over 6 million viewers)

Telekinesis (not really - just checking to see if you're still paying attention)

### **ACADEMIC PREPARATION:**

#### ***Holy Name High School, Parma Heights, Ohio***

1985 - 1989

*College Preparatory Diploma*

#### ***Cuyahoga Community College, Parma Heights, Ohio***

1991 - 1992

*Coursework*

*Honors English*

*Visual Communications*

### **REFERENCES:**

#### ***Katie Turnbull***

[www.linkedin.com/in/katiehturnbull](http://www.linkedin.com/in/katiehturnbull)

*Manager, Product Marketing at Kelley Blue Book (worked with Eric at Disney Interactive)*

“Eric’s love and enthusiasm for the Disney brand is inspirational and contagious! I was fortunate enough to work with him at Disney Interactive Media, as my role changed, one thing was consistent: Eric was always there ready and willing to answer my long list of questions as I tried to understand the tech side of the projects I was producing. As a developer, he went out of his way to make sure that everyone understood the technical processes (and there were quite a few in the Mouse House). Eric was also the go-to for files and background on projects that most people had long ago forgotten. There were numerous occasions where we were searching for archived projects and when we lost hope, Eric came to the rescue. I am confident that Eric will exceed anywhere he may end up, and I’m sure Walt would have been honored to have someone like him with such enthusiasm on the team!”

**Jason Toney**

[www.linkedin.com/in/jasontoney](http://www.linkedin.com/in/jasontoney)

*Editorial and Content Strategy at AXS.com (managed Eric at Disney Interactive)*

“Eric is weird. I mean that only in the best ways. He is enthusiastic and engaged in all of his projects. He looks to over-deliver, often providing supplemental materials and details in a profession that often fights requests for documentation. He volunteers for more to do even, and perhaps most often, in areas that aren't what he's being paid to do. He is passionate about creating and supporting a positive environment for his colleagues. I imagine, however, he would use the term friends. Eric is a professional who seeks out ways to make it easier for others to do their jobs. Y'know... weird.”

**Kathy Bailey**

[www.linkedin.com/in/kathybailey03](http://www.linkedin.com/in/kathybailey03)

*Global Release Manager (managed Eric at Disney Interactive)*

“I consider myself extremely fortunate to have a developer like Eric on my team. He shows great enthusiasm to get the job done and done right. He's a very quick learner and takes initiative on his tasks but also on other work that needs to be done without having to ask. He's able to articulate a problem, idea or any information for that matter to both his peers and to clients to help them make informed decisions and get the project to completion. Eric is also an incredibly positive person who always has a smile on his face. He always has a positive word for anyone that needs it. I would gladly have Eric on my team again.”

**Jody Belliveau**

[www.linkedin.com/in/hellojody](http://www.linkedin.com/in/hellojody)

*Certified SCRUM Product Owner (worked with Eric at Disney Interactive)*

“Eric was a joy to have in the office. He always has a smile on his face, is enthusiastic and full of team spirit. Since he is so passionate about the Disney brand, I always enjoyed bouncing my crazy ideas off of him to see if they would stick. When his eyes lit up, I knew I had a winner. Eric is a multifaceted and talented individual: photographer, videographer, editor, author, developer (and those are just the skills I know about, he could have 10 more). It would be a joy to work with him again. I hope our paths cross in the near future.”

**Sean Higby**

[www.linkedin.com/in/seanhigby](http://www.linkedin.com/in/seanhigby)

*Flash Developer (worked with Eric at Disney Interactive)*

“Eric embodies the ideals of the Disney Company. Hard working and full of a desire to represent the company's brand with the respect it deserves, Eric was known to always be standing up for 'What would Walt do?'. In addition, his technical skills put him on a long list of projects on a recurring and growing basis. In any company, this is a thought process of taking a step back to look at the larger vision of the corporation, and execute on that, is a trait that any company should be seeking in their staff.”

**Malinda Lloyd**

[www.linkedin.com/in/malindalloyd](http://www.linkedin.com/in/malindalloyd)

*Experienced Interactive Media Producer (worked with Eric at Disney Interactive)*

“I didn't realize until our last day at Disney.com that Eric and I had never worked directly together on a project. I know Eric because he is outgoing and friendly. He became one of the people that I regularly hung out with because he was always positive and knew the technologies we were working with well so if I got stumped he could point me or his cohorts in engineering in a new direction. He was a staple of my days at Disney.com - organizing bike rides for his coworkers, showing up every Friday in his Mickey ears, and generally being one of those people who connected others together. If you want someone who works hard and gets things done, I would highly recommend Eric.”

## **Eric Muss-Barnes**

Curriculum Vitaé - Page 23 of 23

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### **Adam Brown**

[www.linkedin.com/pub/adam-brown/26/41/52a](http://www.linkedin.com/pub/adam-brown/26/41/52a)

*Producer, Digital Media and Product Manager (worked with Eric at Disney Interactive)*

“Eric was the very first person that I got to know at Disney Interactive. He is easily approachable, laid back and yet the consummate professional that never takes his eye off the details. He is a problem solver, a tactician and one who never settles for second best. I have run into several situations where issues arise and he is up for the challenge; on time and on budget. Eric is the must-have person for any team. It has been an honor to serve with him.”

### **Kevin Reem**

[www.linkedin.com/pub/kevin-reem/2a/518/277](http://www.linkedin.com/pub/kevin-reem/2a/518/277)

*Producer / Director (worked with Eric at Disney Interactive)*

“Eric Muss-Barnes is a quadruple threat—Computer expert/content developer, film maker, skateboarder and writer! I first met Eric at Disney.com and he is great fun to work with, always takes time to listen and gets excited about every project. He is innovative and experienced and no job is beneath him. His enthusiasm about life makes him a joy to be around.”

### **Adam Schricker**

[www.linkedin.com/pub/adam-schricker/8/669/81b](http://www.linkedin.com/pub/adam-schricker/8/669/81b)

*Web Developer (worked directly with Eric at Disney Interactive)*

“Eric was a great guy to work with. A very good web developer who works through challenges or difficulties. Great guy to work with and great team player. He will figure out the right solution to reach the project/product goals. I highly recommend Eric Muss-Barnes.”

### **Martin Hernandez**

[www.linkedin.com/in/martin-hernandez-16948244](http://www.linkedin.com/in/martin-hernandez-16948244)

*Network Administrator (managed Eric at Woodbridge Group of Companies)*

“Eric is a true professional and a master of his craft. During the two and a half years that I worked with him, I never saw a task/assignment too large for Eric. His attention to detail is second to none, which is one of the most valuable skills one can have in the web design/programming field. Eric is also an amazing team player, as he always volunteered to help out others in our IT department with assignments that weren't even in his job description. Eric designed and maintained multiple domains and websites for our company, a job that would typically require an entire web development team to do, by himself and did so with the highest quality. Any company would be lucky to have Eric as a member of their team, and would immediately see an upgrade in their web development, graphics, and design.”

## **Eric Muss-Barnes**

Curriculum Vitaé - Page 24 of 23

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### **Ed Sherfick**

[www.linkedin.com/in/ed-sherfick-4078821](http://www.linkedin.com/in/ed-sherfick-4078821)

*Senior Developer/Tech Lead (worked directly with Eric at Fiserv)*

“It’s been my pleasure to work with Eric on many projects at Fiserv. He is technically sharp, consistently pragmatic, and extremely efficient at his skillsets. He is a humble mentor who enjoys consulting with our clients and developing his fellow team members. Eric possesses an amazing ability to quickly understand the key needs of his clients. His communication style is polite, assured, and engaging. He instills customers with confidence that our team can and will deliver on our commitments. Eric is a active listener who quickly prototypes ideas into reality, helping our customers to better understand the full depth and possibilities our products offer. Moreover, Eric follows up on his designs by leading meetings and consulting on industry best practices. I am consistently amazed by Eric’s talent, work ethic and ability manage multiple projects with ease. I request Eric because of his proven track record delivering a quality product under tight deadlines. It’s an added bonus that Eric is fun to work with and has wide variety outside interests. All these and more make Eric an excellent choice for any team.”