

J. MATEO BAKER

WORK EXPERIENCE

2K GAMES | Motion Capture R&D Specialist

August 2007 - October 2017 | Petaluma, CA

Responsible for audio and video integration with both OptiTrack and Vicon mocap systems, writing custom software for rapid synchronization of multiple assets with SMPTE timecode. Designed and built 2K Mocap's audio bay and reference video pipeline as well as mobile capture rig for face data. Maintained production and communications channels over a Dante AoE network.

NINTENDO | Asst. Manager of Video Production

March 2006 - August 2007 | Redmond, WA

Managed team of three video editors producing content for both internal and 3rd party clients. Invented new technology for highest possible quality capture of Wii gameplay.

(U.S. PATENT 8233086, Issued July 31, 2012)

VISUAL CONCEPTS / SEGA | Dialogue Editor

March 2000 - March 2006 | San Rafael, CA

Recorded, edited, and mastered dialogue for fifteen AAA titles. Wrote and prepared scripts, managed remote recordings, and built pipeline for delivery of up to 65,000 lines of dialogue per title.

KRCB-FM | On-Air Engineer

March 2008 - July 2018 | Rohnert Park, CA

Backup on-air talent for KRCB-FM, public radio station serving the North Bay. Producer and engineer for special events, both live and recorded, working with local musicians and segments covering local news.

INVENTIONS

HusKi Pro (Python, Qt, OpenCV, PortMIDI)

Software replacement for AJA Ki Pro video recorders. Auto-triggers with Motive or Blade. Auto trims video to synchronize with mocap data.

BatEar (Python, Qt, PortAudio, PortMIDI)

Set-it-and-forget-it multitrack audio recorder for motion capture. Auto-triggers with Motive or Blade. Trims audio in sync with mocap data.

AutoA2 (Python, Qt, Keyboard Maestro for Mac)

Pro Tools add-on for automatic recording triggered by motion capture software (i.e., Motive or Blade).

IP4UP (Python, FFmpeg, BlackMagic hardware)

Motion capture replay system. Auto-triggers with Motive or Blade and automatically plays a four-camera split of references from last shot.

FaceFox (Python, Qt, OpenCV, PortMIDI, FFmpeg, BlackMagic hardware)

Multi-track video recorder for face capture. Auto-triggers with Motive or Blade. Auto trims video to sync and rotates for analysis in Faceware or Dynamixyz.

KEY SKILLS

Motion Capture
Tools Development
Video Editing
Audio Editing
Motion Graphics

MotionBuilder
Motive / Blade
Perception Neuron
Axis Neuron
Python / PyQt

OpenCV
BlackMagic Video
Oculus Rift / HTC Vive
Unity 3D
Adobe Creative Cloud

CREDITED TITLES

NBA 2K18
NBA 2K17
NBA 2K16
NBA 2K15
NBA 2K14
NBA 2K13
NBA 2K12
NBA 2K11
NBA 2K10
NBA 2K9
NBA 2K8
NBA 2K7
NBA 2K5
NBA 2K4
NBA 2K3
NBA 2K2
NBA 2K1
WWE 2K18

WWE 2K17
WWE 2K16
WWE 2K15
WWE 2K14
MLB 2K14
MLB 2K13
MLB 2K12
MLB 2K11
MLB 2K10
MLB 2K9
MLB 2K8
MLB 2K7
NFL 2K5
NFL 2K4
NFL 2K3
NFL 2K2
NFL 2K1
Mafia III

Mafia II
XCOM 2: War of the Chosen
XCOM: Enemy Unknown
Evolve
BioShock Infinite
BioShock 2
Borderlands 2
Borderlands
Spec Ops: The Line
Duke Nukem Forever
Top Spin 4
Don King Presents: Prizefighter
Zelda: Twilight Princess
Wii Play
Wii Sports
Final Fantasy III (NDS)
Super Paper Mario
... many more ...

EDUCATION

CREIGHTON UNIVERSITY SCHOOL OF LAW | JD Candidate 2021

August 2018 - current | Omaha, NE

UNIVERSITY OF SOUTHERN CALIFORNIA | MFA Cinema-Television: Production

January 1996 - May 1998 | Los Angeles, CA

PEPPERDINE UNIVERSITY | BA Telecommunications

September 1992 - December 1995 | Malibu, CA