

# Steve Michel

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## EXPERIENCE

CuttingEdgeData

November 2014 - current

[3D Design and Fabrication - Santa Rosa, California](#)

Work directly with clients to design and fabricate their ideas

- 3D Modeling - Lightwave, FreeCAD, Tinkercad, OpenSCAD
- 3D Printing - Cura, PrusaSlicer, Repetier, Printron
- CNC Routing - Inkscape, Easel
- Code: Perl, Python, HTML, CSS, PHP, macros

Spoke Folk Cyclery

May 2017 - current

[Shop Manager, Repair and Sales, Buying, Receiving - Healdsburg, California](#)

Substitute Teacher

April 2016 - 2019

[Certified K-12 Substitute Teacher - Sonoma County Office of Education](#)

Windsor Bicycle Center

May 2016 - January 2017

[Bicycle Assembly, Repair and Sales - Windsor, California](#)

Nor Cal Bike Sport

August 2013 - November 2014

[Bicycle Assembly, Repair and Sales - Santa Rosa, California](#)

West County Revolution Bike Shop

August 2007 - July 2012

[Co-owner and Manager - Sebastopol, California](#)

As the face of the Revolution, I managed the customer experience. Along with my business partners, we oversaw a team of 3 to 5 mechanics and sales people who were dedicated to friendly customer service and quality, affordable bicycle service.

- Sales Manager
- Head Bicycle Fitter
- Service Quality Assurance
- Coordinated shop bike rides and events – Riviera Revolution Rides
- Maintained the shop club, Team Revolution

ESC Entertainment (Visual Effects Studio) May 2001 - October 2004  
[Lead Data Engineer \(Editorial Department\) - Alameda, California](#)

Demonstrated a variety of technical and organizational skills while developing and maintaining an efficient flow of data within the facility and with our vendors during production of *The Matrix Reloaded*, *The Matrix Revolutions*, *Constantine*, *Catwoman* and more.

- Wrote Perl scripts for frequent updating of FileMaker Database
- Assisted in development of Operations tools based
- Brought digital film segments and data on-line
- Prepped film and digital video dailies for viewing
- Managed facility Film-Outs - digital image files for film transfer
- Worked directly with lab to track and ensure timely return of film
- Backed-up and tracked all data - 65TB total
- Worked with Disk-Space Manager to perform facility archive
- Managed in and out-bound data via FTP and FireWire drives
- Skills: Perl, Windows Batch Commands, MS Word , Excel, Shake, Photoshop, FileMaker Pro, FrameCycler, Mac OS X**

[Match Move Artist](#) April 2003 - October 2004

Used 3D software to track the camera motion of live action film for the purpose of creating virtual 3D scenes where the virtual camera motion matches that of the actual live action camera.

- Skills: Labrador, Maya**

Manex Visual Effects (VFX Studio) November 1999 - March 2001  
[Data Engineer - Alameda, California](#)

Managed and tracked all data coming in and going out of the facility during post production of such films as *The Matrix*, *Mission Impossible 2* and *13 Ghosts*.

- Film-Outs, digital movie files to film, including writing data to tape
- Brought digital film and data on-line available and ready for artists
- Updated facility-wide database
- Managed render farm load distribution
- Worked with Film Technicians to load and unload film in darkroom
- Coordinated film processing with local film lab
- Skills: UNIX**

[3D Modeler](#)

Used 3d software to make models including the glasses from *13 Ghosts*.

- Skills: Lightwave 3D**

City Cycle of San Francisco

April 1996 - May 1999

[Service Manager - San Francisco, California](#)

Managed team of 4 to 5 bike mechanics in San Francisco's premier bicycle shop

- Implemented a scheduling matrix to maximize labor dollars
- Highlight - assembled a tandem for Robin Williams

## EDUCATION

San Francisco Art Institute

September 1994- May 1996

[BFA – Film](#)

- Teaching Assistant:** Animation and Motion Graphics
- Teaching Assistant:** Alternative Film and Film Installation
- Teaching Assistant:** Film Printing and Processing
- Film Library Technician**
- Film Equipment Instructor**
- Eastman Award 1995** (film grant for outstanding achievement)
- Princess Grace Award** nomination 1994 (experimental category)

## PROJECTS

Hardware

Homemade CNC milling machine systems, Homemade CNC laser cutters, 3D laser scanner, motion control system for stop-motion animation, optical printers, custom projectors

Code

- Perl:** DXF2gCode, ChainRingMaker, DXF\_CurveFLattener, GUI\_cube
- PHP:** [GearCreate2.0](#), [gCodeToSVG](#), botPlot\_DrawAndLase
- Excel:** GearCreate (original)
- Open Office:** Various macros
- Lightwave LScript:** GearsWithPitch, CNC\_PathBuild
- HTML:** [cuttingedgedata.com](#)

Tutorials

- Tinkercad:** [Tinkercad Print-in-Place Bearing Tutorial](#)
- 3D Design:** [Understanding the Gear Cube](#)
- 2D Design:** [Remove Embedded Images from Inkscape SVG](#)