

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
- Laser Cutting
- 3D Printing
- CNC Routing
- Code: Perl, HTML, CSS, PHP, macros
- Software: Lightwave 3D, Inkscape, Gimp, Blender, Tinkercad

Substitute Teacher April 2016 - current

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

Bike Peddler and NorCal Bike Sport August 2013 - November 2014

[Bicycle Assembly 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 two 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 for Film) 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 many Perl scripts to automate updating of facility-wide FileMaker Database

- Assisted with development of Operations tools based on department needs
- Brought digital film segments on-line to make data available for artists
- Prepped film and digital video dailies for viewing
- Managed facility Film-Outs - writing digital image files to tape for transfer to film
- 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 and Tracked incoming and outgoing 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 for Film)

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*.

- Performed Film-Outs, digital movie files to film, including writing data to tape
- Brought digital film segments on-line. Made data available and ready for artists
- Updated facility-wide database
- Managed render farm load distribution
- Worked with Film Recorder Technicians, including loading and unloading film in darkroom
- Coordinated film processing with local film lab

- Skills: UNIX**

3D Modeler

Used 3d software to make accurate 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 a team of 4 to 5 bicycle 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 makers 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, PLT_Viewer and more
- PHP:** [GearCreate2.0](#), [gCodeToSVG](#), botPlot_DrawAndLase(work in progress)
- 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](#)