

MARK ALAN HEDGES

Los Angeles, CA | (310) 487 – 7123 | mark.hedges@weirdvibe.com | LinkedIn

Screenplay awards list: weirdvibe.media | Published graphic novel: empireofblood.ink

SUMMARY

Award-winning screenwriter. Comic Book & Graphic Novel Writer, Editor & Producer. Post-production Sound Editor. Short Film Producer/Production Accounting. Media Production Engineer. Software engineer & system admin in team lead role.

Core Competencies: Screenwriting | Story Development | Film Production | Scheduling | Sound Recording/Mixing
Sound Editing | Video Editing | Team Leadership | Art Direction | Creative Design | Desktop Publishing

Technical: System Administration | Software Engineering | Database Architect | Media Production Engineer

TECHNICAL EXPERTISE

Entertainment Production: Adobe (Photoshop, Illustrator, Premiere, InDesign) | Clip Studio Paint | Izotope | DaVinci Resolve | Avid Media Composer (Avid User Certification) | Movie Magic Scheduling, Budgeting & Production Accounting (Certification) | Shotgun

Programming: Perl | JavaScript | AppScript (Google Sheets) | Basic (Microsoft Excel, LibreOffice macros) | Python | PHP | AJAX | REST APIs | Bash

Databases: MySQL | MariaDB | Oracle SQL & PL/SQL | MS-SQL

PROFESSIONAL EXPERIENCE

Weird Vibe Inc. Los Angeles, CA
Owner / Manager Apr 2016 – Present

- Launched and managed daily operations of a media and entertainment company
- Completed various creative projects, comic books endeavors, screenplays, and short films
- Produced graphic novel based on original screenplay while managing a team of 6 professional artists
- Performed desktop publishing art book layout in Adobe InDesign and performed editing in Photoshop & Illustrator
- Developing a cross-platform Android/iOS app with Google Flutter and Dart
- Self-taught Basic & Google App Script for office software macros and document generation from spreadsheet data
- Volunteered as Production Assistant on unattached pilot & other projects, and as sound editor on student films

Software Paradigms Int'l (formerly Doubleprime, now SoftVision) Los Angeles, CA
Software Engineer Jun 2015 – Apr 2016

- Engineered Perl and JavaScript for international e-commerce websites of Estée Lauder's conglomerate brands
- Debugged Apache mod_perl based backend scripts with in-house template framework and JSON based RPC calls
- Performed maintenance and adjustments of PHP Drupal content management system
- Wrote front-end JavaScript functions for dynamic address menus—implementing complex business rules for highly regulated international cosmetics industry
- Developed new version of profile photo upload compatible with Akamai caching using a comprehensive unit test framework

LiveNation / Ticketmaster Los Angeles, CA
Software Engineer Mar 2014 – Nov 2014

- Engineered Perl software in big data environment to streamline marketing e-mails with Apache web handler templates
- Implemented automated tests, Moose & Modern Perl in order to increase stability of legacy systems
- Wrote bash shell scripts to create a consistent user environment on virtual development servers
- Implemented use of git source control system for legacy Perl code with custom tools for reconciling conflicting code deployments
- Implemented custom socket server to allow use of Kafka in legacy Perl version, to send data statistics to cloud servers
- Completed internal trainings on Hadoop, HDFS and Pig NOSQL systems used in newer systems

Qualcomm San Diego, CA
Software Engineer Oct 2011 – Oct 2013

- Engineered Perl software to send disk space alerts in huge filer environment
- Created a Perl/Oracle application to crawl all file systems across the enterprise and identify projects to migrate to cold storage.
Notable tools included: SNMP, XML, PL/SQL, APIs, NetApp, ZFS, Apache Test, LDAP, Active Directory, Moose
- Reimplemented C++ program in Threaded Perl to parse binary log streams from cell phone tower devices
- Led a frontend team to develop a complex Google Earth JavaScript demo of the Neighborhood Small Cells Project; developed in-house Model-View-ViewModel system using JSON RPC, D3.js, jQuery, and Qunit

Motorola Mobility Los Angeles, CA
Software Engineer Jun 2011 – Sep 2011

- Maintained and enhanced legacy Perl/MySQL ETL regexp scripts for Key Performance Indicators (KPI) from subscriber phones

CompanyV.com Los Angeles, CA
Software Engineer / Systems Administrator Apr 2008 – Jun 2011

- Engineered account database, system automation, and SpamAssassin control panel with Perl and JavaScript
- Performed customization/automation for openwebmail, mailman, sendmail, dovecot, etc.
- Maintained website of Academy of Motion Pictures ACES development group
- Led system administration of CentOS Linux (RedHat + yum package manager)

PREVIOUS EXPERIENCE

Yahoo!	<i>Software Engineer</i>	Mountain View, CA
RAND Corporation	<i>Software Engineer</i>	Los Angeles, CA
CyberDefender	<i>Software Engineer</i>	Los Angeles, CA
Warner Music Group	<i>Software Engineer</i>	Los Angeles, CA
Oversee	<i>Software Engineer</i>	Los Angeles, CA

EDUCATION

Mount St. Mary's University | UCLA | LACC | LAHC 2020 – 2021
Coursework: Video Games as Literature, TV/Film Writing, Production, and Post-Production GPA: 4.0

Entertainment Partners Certifications in Movie Magic Scheduling, Budgeting, & Production Accounting 2020
 FXPHD, Pluralsight online training in Shotgun (ShotGrid), MEL & Python for Maya 2021

University of California, San Diego – Bachelor of Arts in Philosophy, Concentrations in Sci/Tech and Political Science

VOLUNTEER EXPERIENCE

Reading to the Rescue!: Animal handler for L.A. Public Library Child Literacy Program	2019 – Present
Hollywood Food Coalition: Food prep and delivery	2021 – Present
Wrote Apache2::Controller fast Perl MVC system (Open Source Library)	2009 – 2012

PROJECTS

2021	Sweet Love*	Music video	Self	Production, songwriting
2021	MFA project	Student film	Eryn M. Brydon	Transportation/Grip
2020-21	Trust'N'Faith*	Student film	Rachel F. Betts	Sound Editor
2020	Vidiots	Short film	Stephen Purvis	Sound Editor
2020	Stage Managed	TV Pilot	Guy Noland	PA/Asst. UPM
2020	Reputation	Student film	Willie Gamble	Producer, Sound, Editor
2010	On the Head of a Pin	TV Doc	Self	Solo
2010	Moon Reflected on the Water	TV Doc	Self	Solo

RECENT COURSEWORK AND TRAINING

2019	Antaeus Theatre Academy	Playwright Lab	Writing group
2020	MSMU.edu	Avid Media Composer DV Production (Basic camera) Post-Prod Audio 1 (Pro Tools) Post-Prod Audio 2 (Pro Tools) Independent study	Avid user certified Graduate level, elected not to continue.
2020	Entertainment Partners	Production Accounting Movie Magic Budgeting Movie Magic Scheduling	Industry certificates
2020	UCLA	Art & Practice of Producing TV Writing Symposium	Undergraduate
2021	...	Film & TV Directing	
2021	LA City College	TV Dramatic Writing II	Undergraduate
2022	FXPHD.com	Shotgun software (use and development)	Industry training course
2022	Pluralsight	Python for Maya Fundamentals Python Scripting in Maya Getting Started with MEL in Maya Artist's Guide to MEL in Maya	Industry training courses
2022	LA Harbor College	Video Games as Literature	

AWARDS AND PLACEMENTS

- **GLORY SEASON** (screenplay)
 - Burbank International Film Festival, Best Adapted Screenplay
 - Boobs & Blood Grindhouse Film Festival, Best Screenplay
 - Kapow! Intergalactic Sci-Fi Film Festival, Best Screenplay
 - Peachtree Village Film Festival, Finalist
 - LA Live Film Fest, Finalist
 - London Film Awards, Sci-Fi Screenplay Finalist
 - Sherman Oaks Film Festival, Finalist
 - Awareness Festival, Semi-Finalist
 - Utah Film Festival & Awards, Semi-Finalist
- **EMPIRE OF BLOOD** (Screenplay)
 - Sherman Oaks Film Festival, Grand Jury Award
 - Burbank International Film Festival, Finalist
- **FORTRESS OF THE HEART** (Screenplay)
 - Pitch Now Screenplay Competition, Finalist
 - Adapted Screenplay Contest, Finalist
 - Catalina Film Festival, Finalist
- **REPUTATION** (Producer): Student Los Angeles Film Awards, Semi-Finalist
- **THE HOLLYWOOD WRITER** (Screenplay)
 - Boobs & Blood Film Festival, Selection
 - Silicon Beach Film Festival, Selection
- **CREATIVE OR CRIMINAL**: Santa Cruz Film Fest, Best Student Documentary